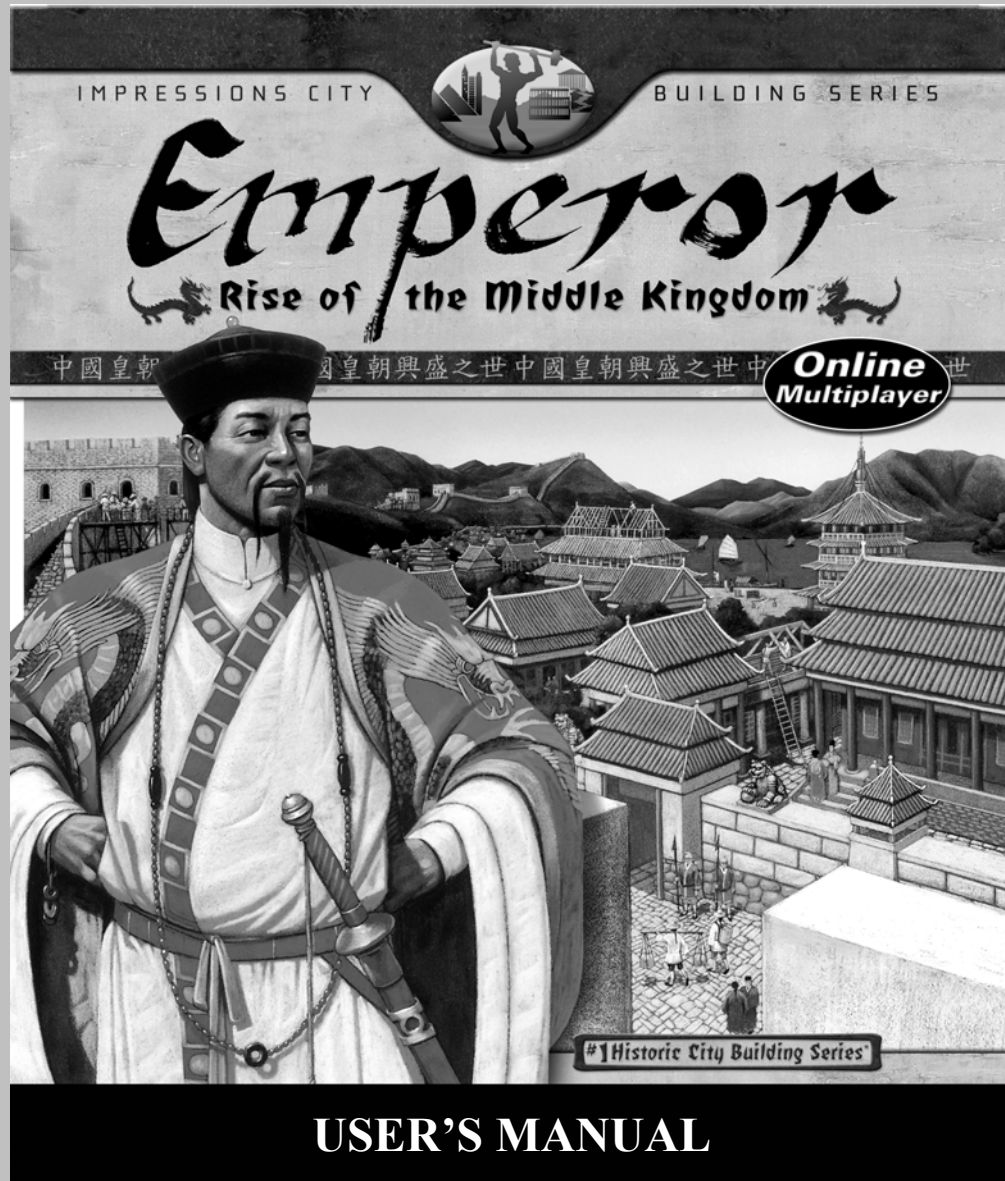


EMPEROR

Rise of the Middle Kingdom™

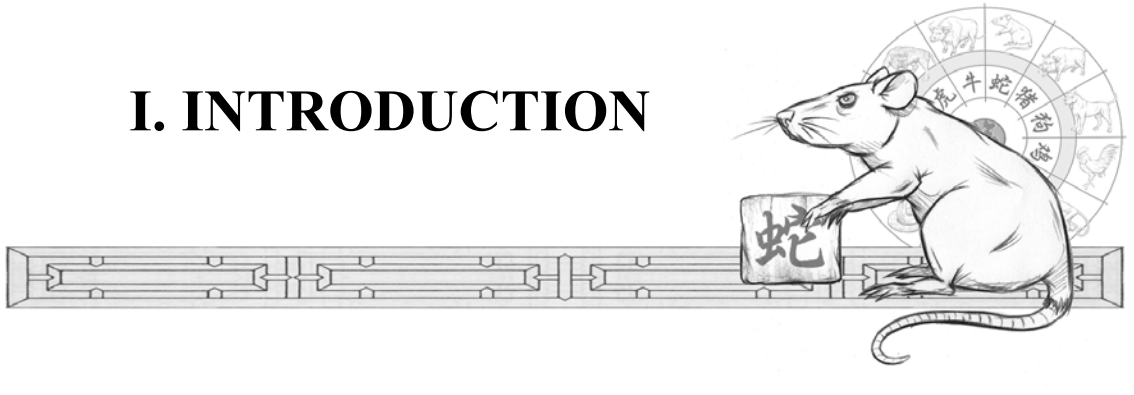


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I. INTRODUCTION



A. Historical Note

Emperor: Rise of the Middle-Kingdom (or *Emperor*) covers the early history of China, from the Neolithic Xia Dynasty (c. 2100 BCE – see below) up to and including the invasion of northern China by Genghis Khan (c. 1211 CE). This includes the pre-Imperial Shang and Zhou Dynasties; the unification of China under the Qin and Han Dynasties; the important advances in the arts and technologies of the Sui, Tang, and Song Dynasties; and the Jurchen Jin occupation of northern China. The Mongol conquerors of the Yuan Dynasty are present as enemies of the Chinese, but the Yuan Dynasty is not covered. As a frame of reference, the span of time covered in *Emperor* runs from ancient Egypt all the way up to the signing of the Magna Carta (c. 1215 CE).

“May you live in interesting times.”

--Ancient Chinese Curse

B. Word Usage/Glossary

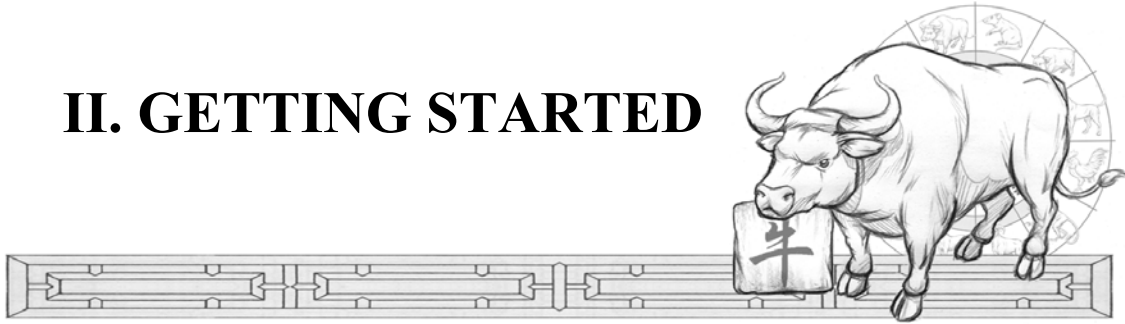
BCE and CE: BCE means Before Common Era (or Before Christian Era), and CE means Common Era (or Christian Era).

Tile: The term “tile” is used throughout the manual to refer to one diamond of map area in your city. Each city map is composed of numerous tiles and all buildings (and crops) cover a certain amount of these tiles. The term tile is especially important to note in relation to building farms and their respective crops. For example, once you’ve built a farmhouse, you can only plant food crops within a diameter of “3 tiles” around the farm.

IMPORTANT

Last minute changes, updated, etc. to the game may have missed this manual. Therefore, please refer to the *Emperor* **README.txt** file for any last-minute information.

II. GETTING STARTED



A. After *Emperor* Launches

Once you launch the game, the game files are loaded and then a brief movie plays. Afterwards, you're taken to the Main Menu screen (see Chapter III). Once there, you'll choose play options and then start your city-building career.

"Enjoy yourself. It's later than you think."
-- Chinese Proverb

But before all that, there are some important concepts to learn.

B. Important Concepts

Like all city-builder games, *Emperor* adheres to some basic principles. Your objective is to satisfy victory conditions within the campaign/mission you are playing. Those victory conditions are usually to build your city up to a certain cultural and/or industrial level, and then once you've reached that level, advance to the next mission and so on. Some missions are "open-play," meaning that you simply build a city, with no particular goal (save for trying to build the ultimate Chinese empire).

1. Tutorial Missions (The Xia Dynasty)

The various historical missions in *Emperor* are organized under seven separate historical campaigns, each showcasing a different Chinese dynasty. We start with the Xia Dynasty (the tutorial campaign) and end with the Song-Jin Dynasty. Below is an overview of the game features/functions introduced (by mission) in the Xia Dynasty.

Mission #1 – "Shelter and Sustenance"

You'll begin your city building adventure along the banks of the Wei River. In this first mission, you're introduced to the following:

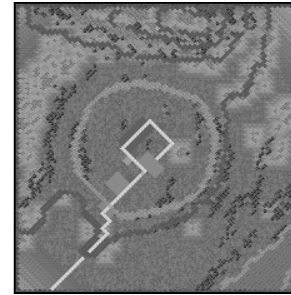
- Common housing (see p.28)
- Well water (see p.33)
- Inspector's towers (see p.97)
- Ancestral shrine (see p.79)
- Hunting game meat (see p.46)
- Building a simple commerce system, which includes the mill (see p.57) and a common market square (see p.60)



Mission #2 – “Seed of Civilization”

The second mission carries forward the city you’ve started building in the first mission. Time has passed along the Wei River and your civilization is growing every day. They need more goods and services, and especially more food. In this mission, you’re introduced to the following:

- Agriculture (see p.42)
- Aesthetic gardens (see p.99)
- Watchtowers (see p.98)



Mission #3 – “The Good Things”

Continuing to build upon the glories of the first two missions, your city is now on the verge of unrest, and cries for entertainment can be heard throughout the land. In this mission, you’re introduced to the following:

- Herbalist stall (see p.97)
- Music school (see p.103)
- Clay Pits and kilns for making ceramic goods (see p.51)
- Homage payments to ancestral heroes (see p.84)
- Residential walls (see p.100)



Mission #4 – “Industry and Trade”

Continuing to build upon the triumphs of the first three missions, you must now establish trade with another city. As your citizens grow more refined, they require greater physical and psychological fulfillment. In this mission, you’re introduced to the following:

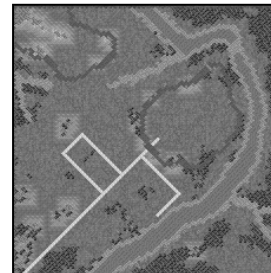
- New food crop (wheat; see p.44)
- The jade industry (see p.53)
- The Empire Map (see p.72)
- Trade & trade buildings (see p.65)
- Emissaries (see p.76)
- Spies (see p.73)
- Giving/Receiving gifts from other cities (see p.64)



Mission #5 – “Erlitou's Elite”

Leaving the banks of the Wei River behind, this tutorial mission concentrates on getting your first neighborhood of elite housing established. You must first build a town from scratch, using all the knowledge you’ve gained from the first four missions. To that end, this mission introduces the following:

- Elite housing (see p.30)
- Predator animals (see p.47)
- The silk industry (see p.45)
- Grand market squares (see p.61)



- The Grand Way (see p.99)
- Acrobat School (see p.103)
- Fishing (see p.47)
- Fulfilling requests from other cities (see p.73)

Mission #6 – “Men of Arms”

All great civilizations must defend themselves from external (and sometimes internal) aggressions. When violence erupts, one must build a mighty defense for the protection of the city. To that end, this mission introduces the following:

- New food crop (cabbage; see p.44)
- Bronze making (see p.53)
- Logging (see p.53)
- Municipal functions (administrative city, tax office; see p.69)
- Military (infantry forts; see p.111)
- Weapon manufactory (weaponsmiths; see p.113)
- Chinese enemy (see p.116)



2. When in Doubt, Right-Click

During play, you may right-click anywhere on the city map to reveal important information about that item. For example, right-clicking on an elegant dwelling (see p.29) opens the dwelling’s info dialog, revealing its current status.

Building Type

Commodities & Quantity Available

Tax Generated This Year

Elegant Dwelling

This house cannot evolve. Some of the buildings in the area have reduced the neighborhood's appeal.

104

10

10

397

52 occupants

Generated 19 Cash so far in tax

Residents here are happy with the city.

Evolution Status.
This shows that the dwelling’s neighborhood needs aesthetic improvement before it can evolve (see p.31).

Satisfaction Indicator

Everything you need to know about a building, walker (see item #3 below) or anything else is found by right clicking on it. *So, when in doubt, right-click.*

3. Walkers



Walkers are the employees of your buildings. Most buildings generate walkers who deliver goods/services to your residential areas, or deliver food to your mills and warehouses, clay to your kilns, etc. For example, a well generates a water carrier (see p.40) who delivers water to your houses. This water carrier is only generated if the well has “road access” (see below). Your walkers are very important to your city’s existence.

4. Road Access

A very important term in *Emperor* is “road access.” All of your buildings need “road access” (with the exception of aesthetic structures, see p.98). Buildings must be placed *adjacent* to at least one *tile* of a road. A building not alongside a road will not generate walkers, will not function, and will eventually fall to rubble or burn down. So, as you build your city, pay careful attention to your road matrix and be sure to provide enough space near roads for building placement.

Kiln adjacent to road, therefore has “road access.”



Road runs alongside kiln, giving it “road access.”

5. Inspector Access



Most buildings in *Emperor* will burn down or collapse into rubble if neglected. To prevent these calamities, you’ll need to build inspector’s towers throughout your city. Inspector’s towers generate inspectors who roam the streets and provide preventative maintenance to buildings. If a fire does break out, the inspectors hurry to the site and try to extinguish the flames before they spread. *Some buildings do not need care by inspectors. These include the following:*

- All Agriculture Ministry buildings *except* the fishing quay;
- All Military Ministry buildings *except* the weaponsmith;
- All Aesthetic Ministry structures;
- All monuments and Monument Ministry buildings.

All other buildings require periodic inspection. Therefore, don’t forget that prevention is better than cure.

6. Roadblocks



Another important structure in *Emperor* directly related to road and building placement, is the roadblock. Your buildings produce walkers that deliver goods and services. These walkers need guidance and direction to ensure they make their deliveries properly. Roadblocks are placed on a road to force a walker to move in a specific direction. Before starting, you should review the information on page 38 to fully understand roadblock placement.

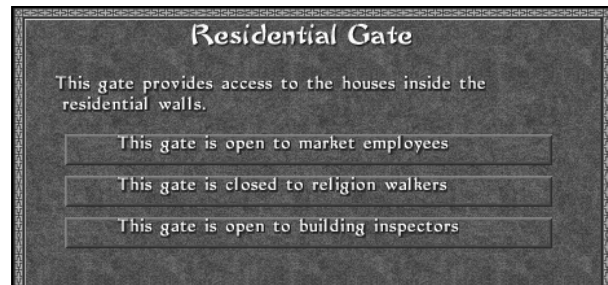
7. The Ministries



Your city is controlled by 11 powerful ministries (see p.17), each responsible for a specific part of Chinese life. The Population Ministry, for example, is in charge of building new homes and encouraging immigration; the Agriculture Ministry is responsible for food production. And even though these ministries function separately, many decisions they make can affect other ministries. For details about each ministry, read Chapter IV fully.

8. Residential Walls and Gates in Residential Walls

One important thing to know up front is how wall gates work. A residential wall built over a road automatically creates a gate. As soon as it's built, right-click on the gate and set its walker "access." In simple terms, a gate is a customizable roadblock (see p.100). Notice that there are three categories of walkers that you can grant (or deny) access through the gate: market employees, religion walkers, and inspectors. Click on the buttons provided to open/close access for each. Setting gate access immediately is important because as soon as you finish building walls, your walkers continue their tasks. Thus, it's important to make sure the proper people can move through the gate. It's important to block movement as well. For example, your religion walkers (diviners, priests, scholars and monks) only need access to residential areas. If you've built a wall dividing your homes from your industrial complex, you should close the gate to your religion walkers, because they may mistakenly enter areas of the city where their services aren't needed.



9. Full Reports

Agriculture Full status reports about each ministry (see Chapter IV) can be accessed by clicking on the title of the ministry. These reports are important to review periodically to keep up with the overall status of your city.

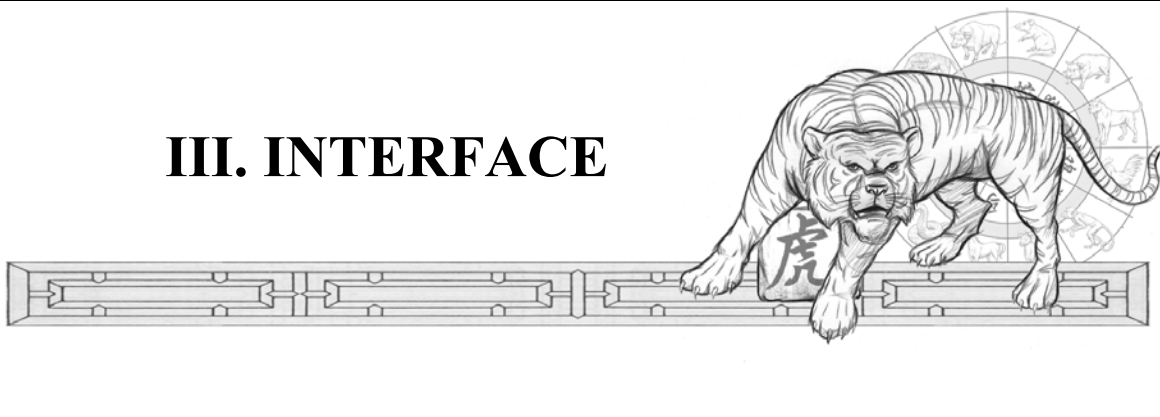
The full agricultural report (shown to the right) lists all your food sources, their current yield and the number of people each can support. It also shows the foods currently stored in your mill (see p.57) and the quality of food being processed. Each ministry has a report similar to this one, showing helpful information about that particular ministry.

Foods			
Food Sources	Monthly Supply (loads)	Monthly Import (loads)	People Supported
0 Fishing Quays	0.0	0	0
0 Hunters' Tents	0.0	0	0
232 Millet Fields	11.1	0	4435
117 Wheat Fields	6.4	0	2546
0 Rice Paddies	0.0	2	800
0 Cabbage Fields	0.0	0	0
0 Soybean Fields	0.0	0	0
0 Salt Mines	0.0	0	0
Imported Spices		0	
Total Supply	17.5	2	7781
Mills			
Meal Quality	Monthly Supply (loads)	People Supported	
0 Bland	0	0	
0 Plain	0	0	
0 Appetizing	0	0	
3 Tasty	18	7464	
0 Delicious	0	0	
Total Supply	18	7464	

10. Mini-Map Toggle

 The mini-map section of the control panel (see p.16) also serves as a message area, so you can toggle these features back and forth to reveal the desired display. You can toggle the mini-map on and off by right-clicking in the mini-map area, or you can click the toggle button in the upper right-hand corner of the mini-map.

III. INTERFACE



A. Main Menu

The Main Menu is displayed after the intro video. There are buttons on this screen.

Single Player Campaign

Multi-Player Scenario

View High
Scores

Visit
Website

Campaign
Creator

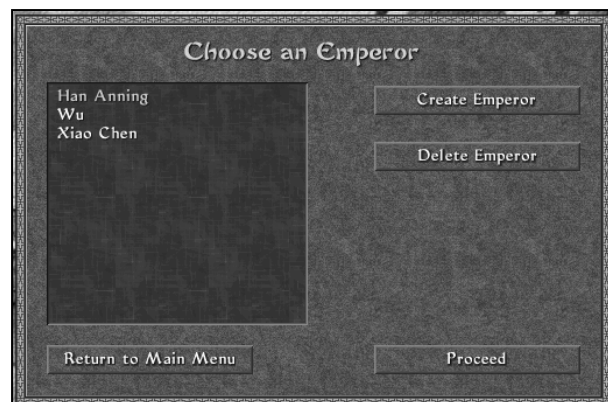
Quit



- The **Single-Player Campaign** button links to the Imperial Record (see item B below).
- The **Multi-Player Scenario** button links to the multiplayer screen (see p.125).
- The **View High Scores** button links to the High Scores screen.
- The **Visit Website** links to Emperor's game website.
- The **Campaign Creator** button links directly to the Campaign Editor.
- The **Quit** button exits the program.

B. The Imperial Record

The Imperial Record displays four buttons and a list of emperor names. If no emperors have been created, the Player Name sub-panel automatically opens.



- The **Create Ruler** button opens the Player Name sub-panel (see below).
- The **Delete Ruler** button opens a confirmation panel that says “Delete Ruler?” at the top, followed by the text: “This will delete the selected ruler and all associated saved games. Do you wish to proceed?” At the bottom of the panel are the **OK** (the check mark) and **Cancel** (the “x”) buttons. Clicking **OK** deletes the selected emperor name and all associated saved games. Clicking **Cancel** returns the user to the Imperial Record with no additional effects.
- The **Proceed** button links to the Choose Game Screen (see Section D below).
- The **Return to Main Menu** button links back to the Main Menu.

C. Player Name Sub-Panel

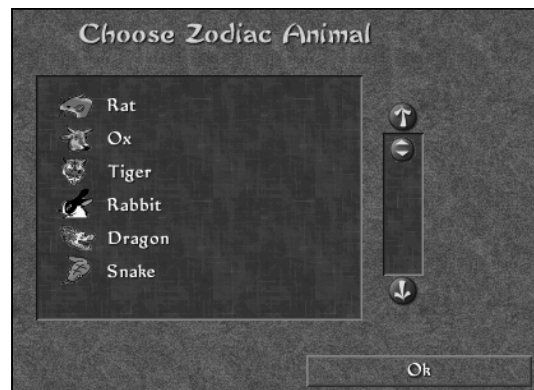
On the Player Sub-Panel, you’re asked to enter an emperor name which is used by all Campaigns subsequently played by you using that name.



You can either type in a name or choose an authentic Chinese name by clicking on the “Choose name” button, which opens up a panel that displays both male and female names.

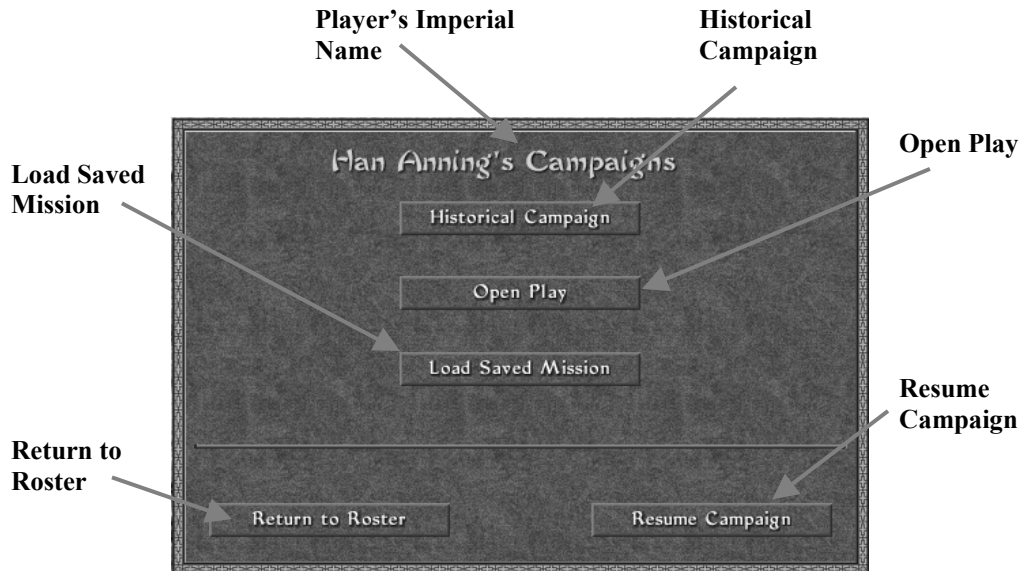
In addition to choosing a name, you must choose one of 12 zodiac animals that will represent your emperor in the game. You make this choice to the right of the “choose name” panel. The list of zodiac animals appears; choose one that best represents you. Choosing a zodiac animal is very important; the choice you make has an effect during play (see p.104).

Once you’ve chosen a name and a zodiac animal, select **OK** to return back to the Imperial Record.



D. Choose Game Screen

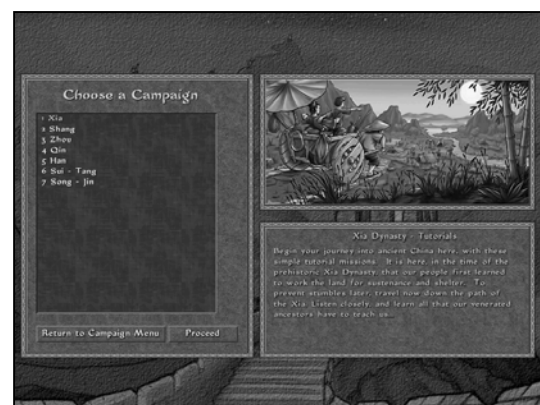
The Choose Game screen lists all the game play start options for *Emperor*. Below the user's name (listed at the top) are up to five buttons, depending on whether there are saved games associated with the current user/Emperor.



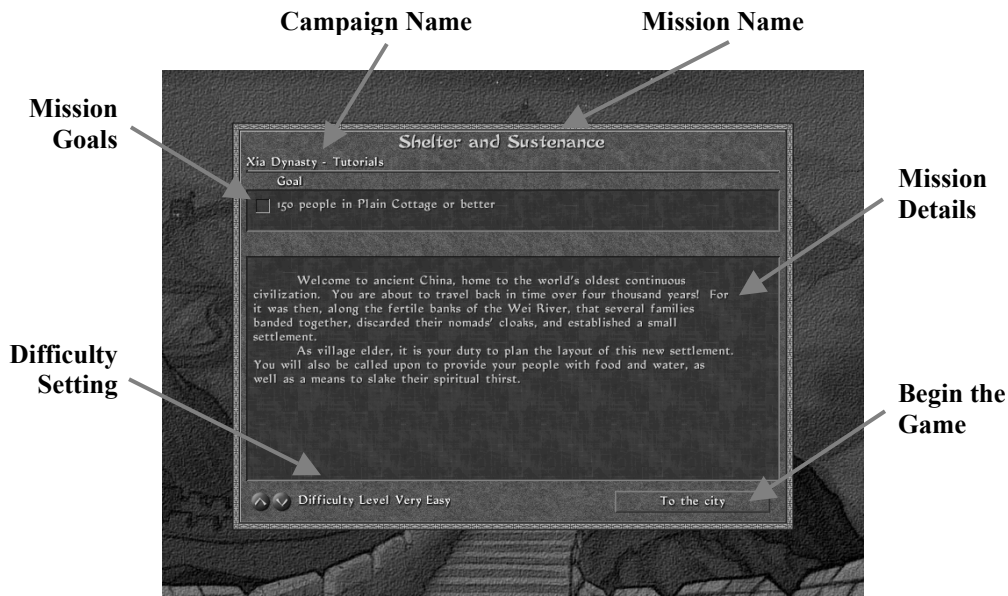
- The **Resume Campaign** button opens the last mission that you were playing.
- The **Load Saved Mission** button opens a list of saved missions. Once open, you can select the saved mission you wish to continue.
- The **Historical Campaign** button opens the list of historical campaigns available for play in the game.
- The **Return to Roster** button returns you to the Imperial Record screen.
- The **Open Play** button starts a non-historical, open-ended mission. See p.121 for details.

E. Historical Campaigns Screen

Selecting the **Historical Campaign** button on the Choose Game screen opens the list of historical campaigns available in *Emperor*. The first, which covers the Xia Dynasty, is the Tutorial Campaign. Selecting a campaign refreshes the campaign description dialog located in the bottom right-hand corner. This dialog provides historical details about the campaign (or dynasty) selected. For details about the Tutorial Campaign, see p.6. After choosing the campaign, select the **Begin Campaign** button. This takes you to the Mission Details screen.

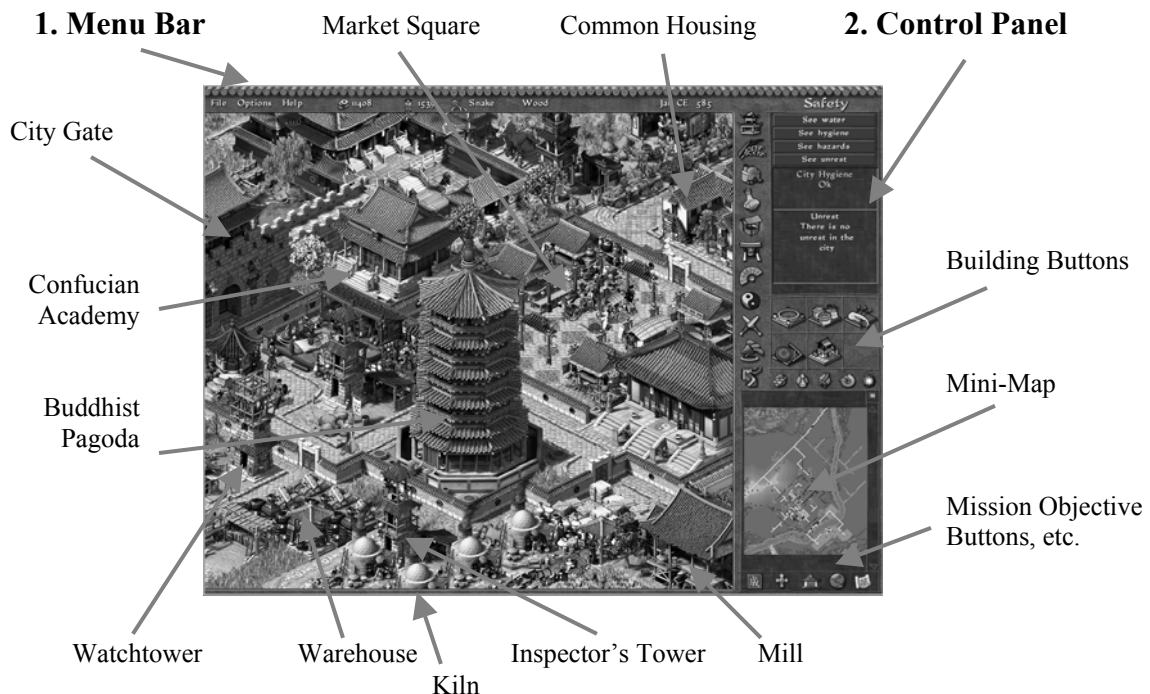


F. Mission Details Screen

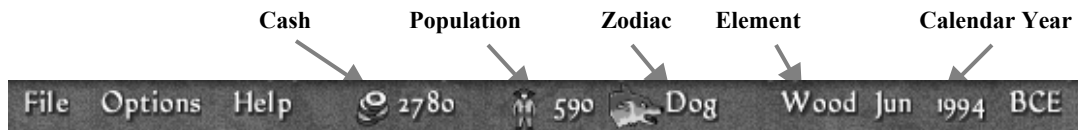


The Mission Details screen lists the name of the campaign and mission selected, the goal(s) that you must achieve to win the mission, and the full historical and technical details about the mission. The bottom left-hand corner of the screen lists the mission difficulty setting. By default, a difficulty level of *Normal* is set. Depending upon your experience with *city-builder* style games, you may wish to increase/decrease this setting. The lower the setting, the easier it will be to win the mission; the higher the setting, the more difficult. Once you've read the information displayed here, select **To the city** to start. The mission begins and the Main Game screen appears.

G. Main Game Screen



1. Menu Bar



File Menu

- Select **New Game** to start a new game from the Choose Game screen.
- Select **Replay Mission** to restart the current mission.
- Select **Load Game** to start a previously saved game.
- Select **Players** to open the Players dialog panel (only in multiplayer games).
- Select **Save Game** to save the current game.
- Select **Delete Game** to delete a previously saved game.
- Select **Exit Game** to exit the game.

Options Menu

- Select **Display Options** to set a new screen resolution on your monitor, or to place the game inside an independent window.
- Select **Sound Options** to adjust volume levels for music and sound effects.
- Select **Speed Options** to adjust the game and scroll speeds.
- Select **Autosave** to toggle on/off whether or not the game automatically saves the game during play.
- Select **Messages** to view game messages which appear as you play.

Help Menu

- Select **Table of Contents** to open the contents page for the online help.
- Select **Tool Tips** to toggle on/off tool tip messages.
- Select **Warnings** to toggle on/off warning messages appearing as “banners” at the top of the screen.
- Select **About** to view details about the game (version number, copyright statement, etc.).

Cash Display: This display shows how many strings of cash your city currently has available. See p.68 for details. The typical Chinese coin was round with a square hole in it (called “cash” by English speakers). A thousand of these were put together on a loop of string, hence “string of cash.”

Population Display: This display shows the current population of your city. See p.27 for details.

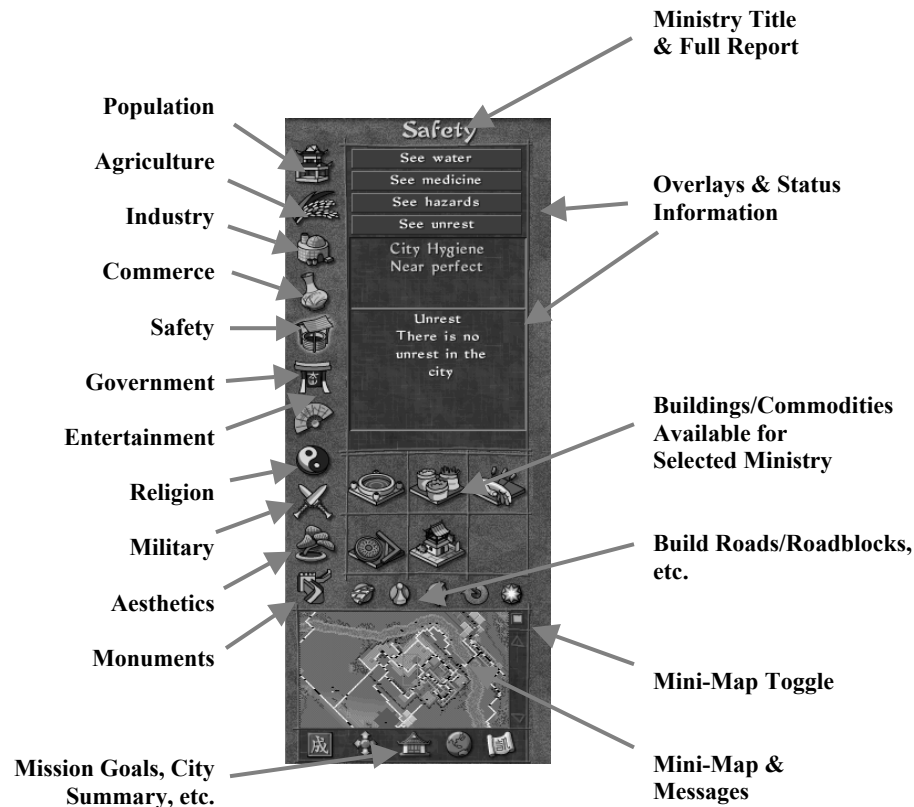
Chinese Zodiac/Year Display: This display shows the zodiac animal associated with the current year. For details about the Chinese Zodiac and its effects on play, see p.104.

Element Display: This display shows the element associated with the current year. For details about the elements and their effects on play, see p.104.

Calendar Year Display: This display shows the actual calendar month and year in the game. *The Chinese New Year starts in February.*

2. Control Panel

The control panel is the vertical rectangle on the right side of the screen (once gameplay has started) that contains most of the in-game interface. It will look different depending on what information you are currently trying to access. Right-clicking on a button in the control panel (such as Build Road or Clear – see below) brings up a help panel that defines many interface elements. The rectangular area at the bottom toggles between messages and an overview map of your city. Mission goals, city summary, empire level and other general buttons are below that.



Safety **Ministry Title and Full Reports:** The top portion of the Control Panel lists the name of the currently selected ministry. In addition, if you left-click on the title, the Ministry Full Report dialog appears giving you a *full report* of the status of that ministry. See Chapter IV for details about each ministry.

See water
See medicine
See hazards
See unrest

Overlays: The overlays assigned to each ministry are discussed in Chapter IV, but the following is an example of how overlays work in general.

The “See unrest” overlay can be found on the Safety Ministry (see p.95). When activated, your city’s residential areas are marked with white pillars that indicate the level of unrest (per house) currently in your city.

These pillars indicate the level of unrest per house. Notice that they are very low, which indicates very little unrest ... a good thing to have! If unrest increases, these pillars grow higher.



The taller the pillars, the more unrest you have. As you can see in the example above, the unrest level is low and very manageable. If, however, unrest were high, then the pillars would grow and continue to do so until the unrest was curtailed.

By and large, this is how the overlays work. However, not all overlays use the same method for showing status. For example, the “See water table” overlay marks the map with dark blue to light blue, showing the level of underground water, while the “See *feng shui*” overlay colors your buildings green or yellow to indicate the level of harmony (see p.99). Refer to Chapter IV and the sub-sections for details about each overlay.

Status Information: The area just below the overlay buttons gives you “quick” information about the current status of city elements pertaining to that ministry (such as the current level of civil unrest, see p.96).

The Ministries

The ministry buttons run along the left edge of the Control Panel and represent the 11 governmental offices (or bureaus) of your city. Within each ministry are the tools with which to build your city: houses, farms, temples, clay pits, etc. Below is a brief description of each ministry.



Population Ministry: The Population Ministry controls your housing needs. Select this button to build common and/or elite housing. See p.27 for details.



Agriculture Ministry: The Agriculture Ministry controls (as titled) your agricultural needs. Select this button to build farms, sow crops, build irrigation ditches, etc. See p.43 for details.



Industrial Ministry: The Industrial Ministry controls your industrial needs, such as the mining of raw materials (clay, salt, wood, etc.) and the refinement of them (bronze smelter, steel furnace, etc.). See p.50 for details.



Commerce Ministry: The Commerce Ministry controls trade and the distribution of products. Select this button to build trading posts, mills, market squares, warehouses, etc. See p.56 for details.



Safety Ministry: The Safety Ministry controls the health and welfare of your city. Select this button to build wells, herbalist’s stalls, inspector’s towers, etc. See p.95 for details.



Government Ministry: The Government Ministry controls the administrative/municipal needs of your city. Select this button to build tax offices, palaces, bridges, etc. See p.65 for details.



Entertainment Ministry: The Entertainment Ministry controls your entertainment needs. Select this button to build music and drama schools, theatre pavilions, etc. See p.102 for details.



Religion Ministry: The Religion Ministry controls your religious and spiritual needs. Select this button to build ancestral shrines, Daoist and Buddhist temples, etc. See p.79 for details.



Military Ministry: The Military Ministry controls your armed forces. Select this button to build military forts, fortifications, and to train soldiers. See p.109 for details.



Aesthetics Ministry: The Aesthetics Ministry controls your city's aesthetic needs. Select this button to build gardens, sculptures, pavilions, etc. See p.98 for details.



Monuments Ministry: The Monuments Ministry controls the building of monuments, such as the tumulus, the great wall, various temples, etc. See p.90 for details.

***Inactive Ministries:** If a mission doesn't require the involvement of certain ministries (such as the Government and the Military), then those ministries are inactive and cannot be used during the mission. However, you're still able to review general information about inactive ministries through the full city summary report (see p.19).*

Other Buttons/Displays



Build Roads: This button allows you to build roads in your city. See p.25 for details.



Place Roadblocks: This button allows you to place barriers on your city's roads to prevent "walkers" from wandering into areas they should not go. See p.25 for details.



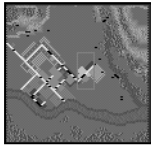
Clear Item: This button allows you to remove an item from your city, such as a road tile, building, crop field, etc. See p.25 for details.



Undo Last Action: This button allows you to *undo* the last action you conducted, such as placement of a building. See p.25 for details.



Go to Last Event: This button allows you to jump immediately to the location of the last "event."



Mini-Map & Messages: This area of the Control Panel displays the mini-map (or overview map) of your city. By default, the mini-map is displayed. Right-click in this area to toggle on/off the mini-map, or use the mini-map toggle button as described below. This area is also used for message display (when the mini-map is toggled off). The last message you received is displayed here in condensed form. By using the up/down arrow buttons to the right, you may scroll through your messages.



Mini-Map Toggle: This button allows you to toggle on/off the mini-map and message area.



Review Mission Goals: This button allows you to view your objectives in the current scenario. See p.14 for more details.



Rotate: This button allows you to turn the city map orientation clockwise or counter-clockwise in 90-degree increments, or to rotate back to a north orientation.



City Summary: This button allows you to view a full condition report of your city.



Empire Map: This button allows you to view the Empire Map (see p.72).

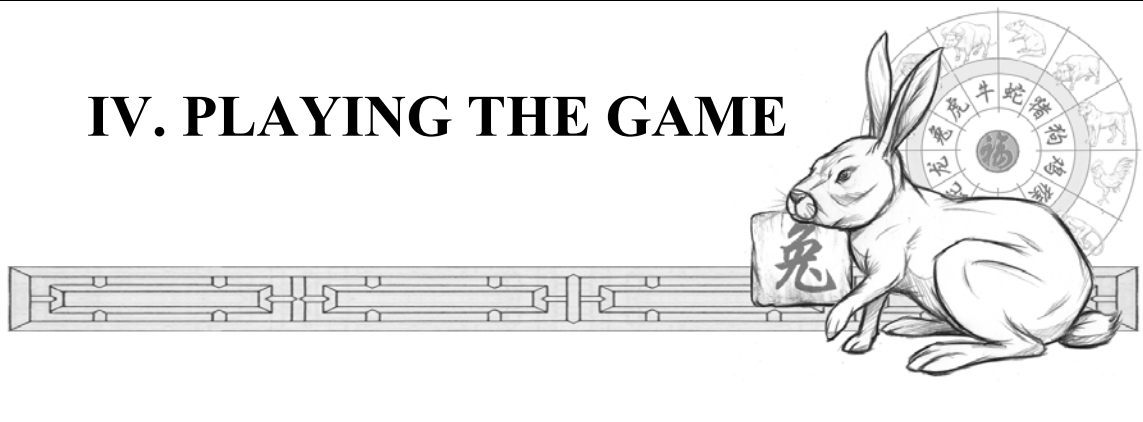


View Messages: This button allows you to review (in more detail) all the messages you've received in the game so far. You may also delete messages by using the button at the bottom of the message dialog.

3. Right-Click Info

As stated in Chapter II, nearly every display and/or building in *Emperor* has an info dialog that's accessed by right clicking on the item in question. This dialog provides up-to-the-minute details about the item. An info dialog can be strictly informational or both informational and interactive. An informational dialog simply gives you current details about the item under review. An interactive dialog gives you details, plus allows you to make adjustments.

IV. PLAYING THE GAME



A. The Basics

This chapter addresses how to play *Emperor* in full. We'll begin with some things you should know about Chinese culture and then proceed to more details later.

1. Chinese Culture

China is the oldest continuous civilization in the world, with nearly 4,000 years of history, and cultural artifacts that date from even before then. It has survived hardships that most other civilizations have fallen to (including occupation by foreigners), and at times it has been the most advanced culture in the world. One in five people on earth live in China, and it has been this way for at least a thousand years. With such a large population, and with such ancient traditions, Chinese culture may very well survive until the end of mankind. What makes China so durable? Why did the ancient Chinese succeed when their contemporaries failed?

Chinese civilization developed along the fertile plains of the Yellow River (Huang He), so named for the yellowish desert silt carried by its waters to the sea. Isolated by mountains, deserts and jungles from the other major civilizations of the world, the ancient Chinese saw themselves at the center of the world, the “Middle Kingdom” surrounded by tribes of nomadic and inferior cultures. They developed a sophisticated written language using calligraphic characters, the use of which helped unify and preserve their culture.

The most important social unit of ancient China was the family, not the individual. Each member of the family had an important role to play in the family hierarchy, the wife obedient to the husband, the son obedient to the father, and the husband/father worthy of such loyalty. Each member of the family was accountable not only to the living, but to the dead and to the generations unborn. The spirits of ancestors could influence heaven and help bring prosperity to the family, but the living had to sustain those spirits through worship. In most things Chinese, there are complementary relationships that create a balance between opposites.

Believing that they lived at the heart of the world, the Chinese somewhat naturally evolved a centralized government whose highest representative could act as an intermediary between heaven and earth. After many centuries of kingdoms and dynasties, the Qin leader gained firm control and proclaimed himself the first Emperor. This “son of heaven” needed an efficient bureaucracy to rule effectively. Over the following centuries, though neither the emperors nor the bureaucracy always ruled with wisdom, efficiency or

concern for the common man, the imperial system survived because it fit within the Chinese world of hierarchies and was the supreme exemplification of their culture. The emperor ruled with the “mandate of heaven.” If he (or she) failed in his duties, the heavens would visit calamities upon the world, which would signal to the people that their leader was unfit and needed to be replaced.

Chinese culture has been further nourished by the ethics of Confucius, who advocated the golden rule of empathy several centuries before Christianity evolved in the West. In fact, the Chinese recognized that many ways lead to spiritual truths, and they embraced three great religions that complemented rather than excluded one another, including Buddhism which was a foreign import from India.

In science and art, the ancient Chinese were the most inventive, introducing new concepts to the world such as silk, paper, and gunpowder, and discovering things centuries before they were discovered in the West, such as the wheelbarrow, rudder, magnetic compass, and how to make steel. Their arts ranged from delicate silk embroidery to exquisite jade carvings. Making the most of their resources and industriousness, they created some of the greatest monuments of the world, including the Great Wall of 10,000 Li and the terracotta army of Qin.

With such a long heritage and such a legacy of shared values, there is a sense of pride and destiny for the people of China. Individuals and governments have come and gone, but the people and culture of China survive.

2. Geomancy and the Art of *Feng Shui*

Geomancy (or *feng shui*, which translates as “wind-water”) is an important part of Chinese culture. *Feng shui* is based on the idea that channels of energy occur throughout the landscape. If one exists in harmony with these channels, positive things can occur; if one blocks the flow, calamity may result. Geomancers in ancient China divined suitable sites for cities, buildings and tombs to take advantage of the positive energy of earth and heaven. *Feng shui* theory includes the five-elements concept that categorizes all things into five interactive elements: wood, fire, earth, metal and water. For game purposes, *feng shui* is determined by the placement of buildings relative to the terrain.

Harmony Feedback: When you construct a building, you’ll receive immediate feedback about the harmony of that location through the color of the ghost footprint. A **green-ghost** footprint indicates the building can be constructed on that spot, and all of the underlying terrain tiles are Harmonious to it. A **yellow-ghost** footprint indicates the building can be constructed on that spot, but one or more of the underlying terrain tiles are Inauspicious to it. A building constructed on an Inauspicious location functions normally, but your city’s people will be unhappier, and your homage offerings will be less effective; see p.84 for more details. A **red-ghost** footprint indicates the building *cannot* be built there at all.

3. Chinese Climate and Terrain

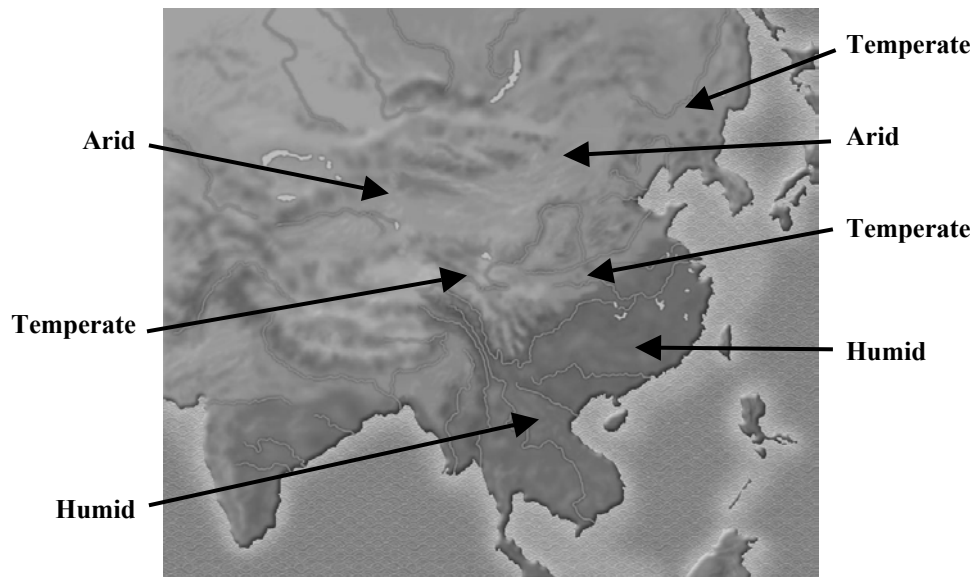
China is a vast country on the eastern edge of Asia, encompassing river plains, mountains, deserts and seacoasts. To reflect its environmental diversity, *Emperor* has three climatic regions in which all scenarios are played: arid, temperate, and humid. Within each of these climatic regions are several different terrain types.

a. Climatic Regions

Arid: Arid regions represent dry and desert areas, such as the Taklamakan, Gobi and Ordos Deserts. Only arid regions include the dune terrain type (see below); beach and bamboo terrain will not be found in arid regions.

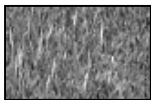
Temperate: The majority of scenarios are played in the temperate regions of Central China. Temperate regions also include the Yangtze River valley north to the Yalu River.

Humid: Humid regions represent the lush, green areas of southern and southeast China.



b. Terrain Types

Dirt and Grass



Two closely related base terrain types in *Emperor* are dirt and grass. Grass indicates the presence of underground water; all-dirt indicates no underground water. Certain buildings, such as wells and elite housing, *must* be built at least partially on grass terrain, since these structures require an underground water table; see p.32 for more details.

Roads



Roads are absolutely essential to your city. Without roads, your buildings will not function and your walkers (see p.34) will not perform their duties efficiently.

Trees



There are two basic tree types in *Emperor*: *normal trees* and *bamboo*. Both can be harvested to support industries needing wood. Bamboo provides smaller harvests but grows back faster than normal trees. See p.52 for more details.



Beach



Beaches can be found around large bodies of water. Nothing can be built on beach terrain.

Rocks



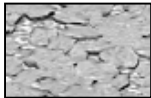
There are three types of rocks in *Emperor*: normal, copper ore-bearing, and iron ore-bearing. Normal rocks contain no metal ores, but metal can be mined from the other types; see p.52 for details.

Pinnacle



A Pinnacle is a large, towering rock (seen in many Chinese paintings), often lined with a few trees and with a small (albeit unusable) shrine on top. Nothing can be built on a pinnacle.

Salt Marsh



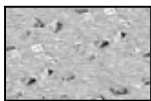
Salt Marsh terrain provides salt, which is used as a food supplement (see p.48). Only roads and salt mines (see p.54) can be built on a salt marsh, and the terrain is passable for all walkers (see p.34).

Ruins



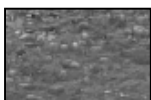
Ruins represent the remains of a past city. For game purposes, they have the same function as “rubbled” buildings.

Stone Quarry



Stone Quarries are areas where stone blocks can be extracted from the ground. See p.52 for details.

Water



Above-ground water in *Emperor* is represented by streams, rivers, and lakes. The presence of above-ground water determines the size of the underground water table (see p.32).

“When you want to test
the depths of a stream,
don't use both feet.”
— Chinese Proverb

Dunes



Dunes in *Emperor* only appear in arid-region scenarios.

c. Terrain elevation



Shallow, rock and dirt ledges represent elevation changes in the terrain. For the most part, these ledges are impassable; however, at certain junctures, traversable dirt embankments link one level to the next. It's important to note, however, that these dirt embankments are not roads themselves, and require you to build roads on them to link roadways on different levels. See p.26 for more details.



B. Housing, Roads and Drinking Water

The first step to attracting people to your city is to designate areas for housing. When the first immigrants arrive in your city, they are content to live in rudimentary structures (i.e., shelters). As your city develops and its people become more sophisticated, they expect to build their homes into more impressive domiciles.

Additionally, your city needs roads for citizens to move about. Only a few people (see p.34) can leave the road. When you first arrive at your city site, you will typically notice a main road cutting through your land. Build more roads off this main road, line them with housing areas, and soon you will have neighborhoods teeming with activity.

“Be not afraid of growing slowly; be afraid only of standing still.”
-- Chinese Proverb

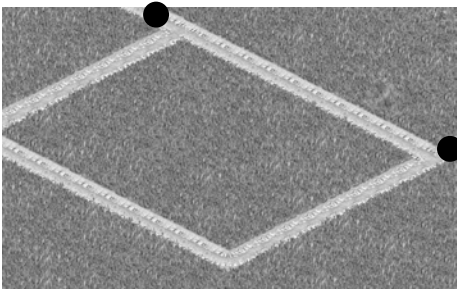
Houses, roads, and wells are the most basic needs in any city. Mastering the art of placing these structures gives you the fundamental knowledge you need to build a great city.

Before you begin building your city, take a moment to survey the land. Your city’s site and the surrounding area have many different terrain types, each of which is suited for a different purpose. What’s important initially, however, is to determine the best locations for roads, housing, and water sources. We’ll start with roads.

1. Building Roads



As stated above, a main road usually cuts through your land. To begin, decide if you wish to build additional roads. Generally speaking, it’s ideal to add roads such that you create a closed circuit to allow your walkers (see p.34) to move about the residential areas delivering food, collecting taxes, extolling the sage wisdom of the ancestors, etc. To construct roads, select the **Roads** button near the bottom of the Control Panel. This changes your “cursor” to a road tile. Now, find a spot on the map to build your road. Holding down the left mouse button, drag the road cursor across the map to build longer roads. When finished, right-click on the map to exit road building. Below is an example of a small, yet effective, road pattern.



***The Square/Rectangle Circuit.** This pattern is ideal to ensure your residential areas are surrounded by roads that allow walkers (see p.34) to deliver goods and services to your citizenry in an efficient manner. For this particular closed circuit to be effective, however, you need roadblocks (see p.26) at the road junctures in the two places indicated by the dots*



The Undo Button: If you’ve placed a road on the map by mistake, you may select the **Undo** button (near the bottom of the Control Panel) to “undo” your last action. The section of road you’ve placed is immediately removed from the map. *This function also works on all construction.*



The Clear Button: You may also remove road tiles by selecting the **Clear** button. Doing so changes the cursor to a shovel. To “clear” a road, drag the shovel

across or along the road section(s), and the sections to be cleared turn red. Eventually, the area marked will be cleared. *Roads do not take long to clear; other items (such as houses) may take longer.*



Roadblocks: In addition to road construction, you'll find it necessary to place roadblocks around your road circuit(s) to prevent walkers (see p.34) from wandering off into areas they should not go.

IMPORTANT: Building roads requires Cash (money). *In fact, all construction costs money.*

Road construction doesn't cost much, but it's important to pay attention to your current monetary situation so you don't overspend and leave yourself without the necessary funds to finance more important construction. Clearing a road by using the **Undo** button returns spent Cash to the bank. Clearing a road by using the **Clear** button actually costs money as well, so use the Clear function wisely. For details about Cash and its effects on your city, see p.68.

Improved Roads: As time passes, you may notice your roads improve—they change from the basic dirt-and-rut passages, to loose cobblestone, to uniform brick.

First Stage



Second Stage



Third Stage



Roads improve when their surroundings become more aesthetically pleasing (for example, with the placement of nearby gardens and sculptures). Improved roads, however, have no effect on game play. Your roads simply improve to keep up (visually) with other improvements as they happen. Likewise, they may devolve to a previous stage if the beauty of the area declines.

Building roads for your city (like all construction) is a constant duty. As your city grows, more roads will have to be built, which will create more and more complex walking circuits for your citizens. Part of the challenge of building a great city is to decide when and where to build roads and roadblocks.

Roads on Dirt Embankments: The dirt embankments (or ramps), which connect lower elevations to higher elevations, are not roads themselves. Meaning, building roads to them (but not *on* them) does not link the roads together. You must build roads on those dirt embankments to create a continuous road system from one elevation to another, as the examples below indicate.

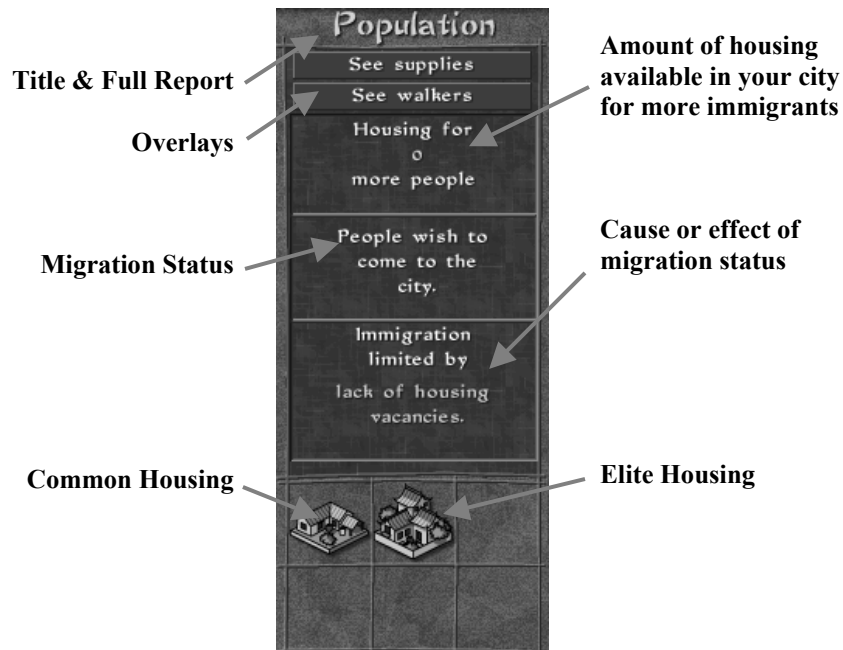


A dirt ramp is not a road. You must build a road over the ramp to connect the roads.



2. Building Houses (The Population Ministry)

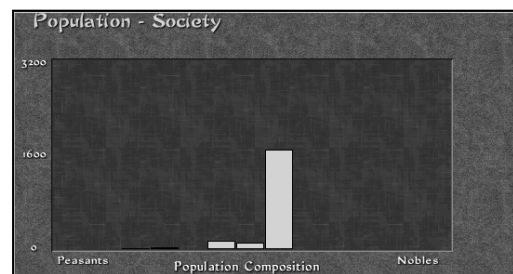
The Population Ministry handles housing construction. After laying down any additional roadways, it's time to "break ground" for your city's first residential area. Without housing, immigrants will not move into your city. Without people, your city cannot function. The first step towards building houses is to review the Population Ministry.



Title & Full Report: The Population Ministry provides information about the status of your population, as well as the means in which to build houses. If you click on the name, graphs about population appear. The first graph is your city's population history. This graph shows the rise and fall of population in your city throughout the years. Clicking on the button at the bottom of the dialog opens societal details about your city. This graph shows the population composition between peasants and nobles (i.e., commoners and elites), and each bar on the graph represents a different level of housing.

See Supplies Overlay: This toggle overlay shows each house's supply of food, hemp (clothing), ceramics, tea, silk (clothing), and wares. If a commodity is in good supply at the house, its background is green; if the house needs that commodity, its background is red.

See Walkers Overlay: This toggle overlay hides buildings on the map but shows walkers and roads.

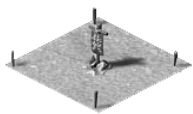


Housing Availability: Housing Availability shows you the current number of housing vacancies versus the number of people available to live in those houses. What commonly happens is that housing construction will eclipse the number of residents available to live in those houses, and then as immigrants arrive (see below), the number of empty houses adjusts accordingly. During the course of your game, watch this information carefully. If you need more workers but lack housing space, you may need to build more houses.

Migration Status: Migration Status shows you whether people wish to come to the city or if they are leaving the city based on your popularity level. Your popularity with the city's residents rises and falls depending upon a number of factors, such as wages, taxes, unemployment level, the quality and level of food production, etc. The goal is to keep your popularity in line with your expansion goals. The less popular you are with the people, the fewer immigrants and the slower your city grows. In fact, if your popularity goes too low, people may start leaving. So, monitor this information carefully.

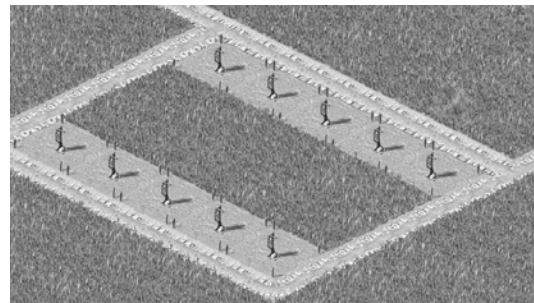
Cause or Effect of Migration Status: This display shows you how many immigrants have arrived that month or the reason immigration has stopped or why emigration is occurring. The number of immigrants arriving will never exceed the amount of housing available to hold them, but this display is important to monitor so you know the rate of your city's population growth or the reason growth has stopped.

Common Housing: Common housing is the basic form of shelter in your city. Immigrants will first move into Shelters (see below), and then as time goes by, Shelters "evolve" into Huts, then Plain Cottages, then Attractive Cottages, etc. Houses evolve at a rate dependent upon a variety of factors, such as how aesthetically pleasing the location is (e.g., proximity to gardens), their access to wells, their access to ancestral shrines, the quality of food being produced and delivered, etc. A brief description of each form of common housing is below.



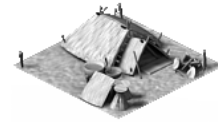
Vacant Lot (breaking ground) – A Vacant Lot is a patch of square dirt marking the beginnings of housing construction. To begin building houses, select the common housing tool and then click on the map where you wish to build a house. *It's important that you build houses along your roads; houses must have access to roads.* Build additional houses by holding down the left mouse button and dragging along the map, as shown in the example below.

***Vacant Lots.** Using the road circuit shown here, ten vacant lots have been constructed. Notice that the lots run alongside the roads. Houses must be built alongside roads so they have access to other goods and services that you will build later.*



A Vacant Lot is an invitation for immigrants to come and start a new life in your city. After placing lots, immigrants begin streaming in, with each family choosing a lot to build a Shelter.

Shelter – A shelter is a small dwelling that immigrants move into when they arrive. A Shelter can house up to seven people and will never “devolve” (see p.31). A Shelter can exist indefinitely without goods and services, but it needs water to evolve to a Hut.



Hut – A Hut is slightly superior to a Shelter and can support twice the number of people. A Hut requires additional goods and services to evolve.

Plain Cottage – A Plain Cottage can support up to 22 people. A Plain Cottage requires additional goods and services to evolve.



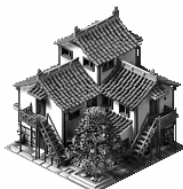
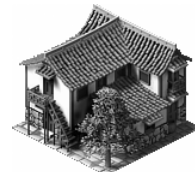
Attractive Cottage – An Attractive Cottage can support up to 31 people. An Attractive Cottage requires additional goods and services to evolve.

Spacious Dwelling – A Spacious Dwelling can support up to 41 people, and requires additional goods and services to evolve.



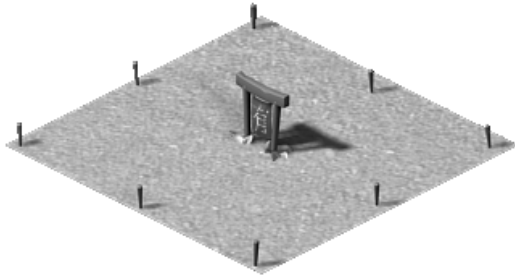
Elegant Dwelling – An Elegant Dwelling can support up to 52 people, and requires additional goods and services to evolve.

Ornate Apartment – An Ornate Apartment can support up to 63 people, and requires additional goods and services to evolve.



Luxurious Apartment – A Luxurious Apartment represents the finest in common housing. A city with Luxurious Apartments is a wonder to behold. A Luxurious Apartment can support up to 74 people.

Elite Housing: Elite Housing is the premiere living space for your citizens. Only the most noble and sophisticated people live in these houses. Elite Housing is a separate building type under the Population Ministry and therefore is built apart from common housing. Your city needs Elite Housing to allow your Military Ministry (see p.109) to build additional military forts. The steps followed to build Elite Housing are the same as those for common housing, with three key exceptions: they must be built over your city's water table (see below), in a desirable location (which may require aesthetic improvements first), and they need initial stocks of hemp and ceramics. Below is a brief description of the various Elite Housing levels.



Vacant Lot – An Elite Vacant Lot indicates a location where an Elite House will be built. Once immigrants arrive to occupy the house, the lot evolves into a Modest Siheyuan (see below).

Abandoned Siheyuan – An “abandoned” Siheyuan is actually a Modest Siheyuan (see below) without occupants, showing a modest amount of wear and tear. In fact, even though it's classified as empty, an abandoned Siheyuan will maintain one citizen as a caretaker/servant that oversees the place until such a time as the dwelling is reoccupied.



Modest Siheyuan – A Modest Siheyuan is the first step in Elite Housing evolution. A Modest Siheyuan can support up to five people, and requires additional goods and services to evolve.

Lavish Siheyuan – A Lavish Siheyuan can support up to 10 people and requires additional goods and services to evolve.





Humble Compound – A Humble Compound is the highest level of Elite Housing capable of being built in the pre-Zhou era. A Humble Compound can support up to 15 people and requires additional goods and services to evolve.

Impressive Compound – An Impressive Compound can support up to 20 people and requires additional goods and services to evolve.



Heavenly Compound – A Heavenly Compound is the finest living space in the game. Those citizens capable of living in such dwellings have reached a level of existence that commoners (eking out a meager living in their so-called “Luxurious” Apartments) can only dream about. A Heavenly Compound can support up to 25 people.

The Evolution and Devolution of Housing: All Common and Elite Housing begins as Vacant Lots. As goods and services improve (and as those goods and services are delivered to your citizens), housing “evolves” to better, more spacious dwellings, which encourages even more immigration. Houses evolve on their own, so long as they receive the required goods and services. Houses that do not receive their required goods and services eventually “devolve” into more primitive dwellings and remain that way until the quality of life improves in that part of town. As houses devolve, citizens are often forced to leave (since, for example, when a Plain Cottage devolves to a Hut, it can no longer house the same number of people). Aggressive devolution will often cause a mass exodus of people, thereby causing a ripple effect running from your fields of grain to your iron smelters. So pay close attention to the evolution/devolution of your housing.

Common housing never evolves into Elite Housing, and Elite Housing never devolves into common housing. The two are entirely separate.

Reviewing the Needs of Your Citizens: During play, you may review the current status of a house by right clicking on it. A status dialog pops up explaining what that house needs to evolve. It's recommended that you use this feature often (see p.8).

“Desirability” and Housing: In addition to your citizen's basic needs (food, water, religion, etc.), you must also provide for their aesthetic and psychological well-being. This is primarily handled through the Aesthetic Ministry (see p.98), which is responsible for building gardens, sculptures, aesthetic roads, etc. Generally, each housing evolution has a higher aesthetic requirement than the previous level. Therefore, when building houses, it's important to keep aesthetics in the back of your mind, as some houses won't evolve if undesirable buildings (such as smelters) are nearby, or until gardens and sculptures are sprinkled around the neighborhood to improve desirability (i.e., appeal). *For a complete list of all buildings and the effect on desirability (appeal) of each, see page 130.*

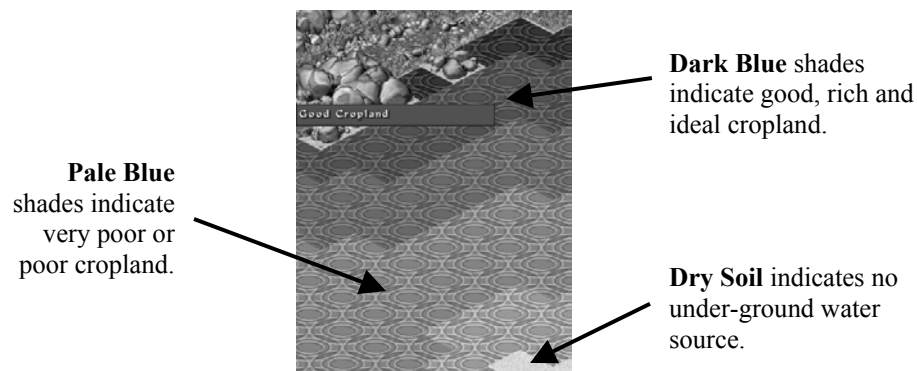
3. Building Wells and Your City's Water Table

Water is life. All great civilizations have built their cities along waterways, taking advantage of all that water provides. So too must you, as a city builder, use water to build *your* civilization. Water is the first (and primary) need of the citizenry. Without water, city hygiene plummets and disease may occur (see p.96). Without water, crops die, people starve, and the population grows ever restless as scores pack their belongings and leave your ever-dwindling town. There are two sources of water in *Emperor*: Wells, which are built near residential areas, and the city's water table, which represents the amount of ground water. We'll start with the water table.

The Water Table: Underground water is present “under” all or some of the city map. The presence of underground water is limited in Arid regions, more prevalent in Temperate regions, and quite abundant in Humid regions. Wherever there's grass (see p.22), there's water. The presence of underground water will guide you in determining where to build wells, elite housing (see p.30), the palace and farmland.

See water table

To determine the extent of your water table, select the **See water table** button under the Agriculture Ministry (see p.43). The water table overlay appears on the map. The color gradations vary from dark blue (ideal cropland) to pale blue (very poor cropland). Tan color indicates no water table.



Wells, elite housing, and the palace must be built atop the water table. *The game won't allow you to build these structures atop dry soil.* Farmland (see p.44) can be placed anywhere on the map, but the further it is from a water source, the less productive it is. So pay close attention to your city's water table and build accordingly.



Building Wells: Your common housing areas need wells, and they must be built alongside roads so your citizens have access to them. To place a well, select the well tool under the Safety Ministry (see p.95). Then find a location in your city to place the well. Below is an example of a well properly placed inside a residential area. Elite houses already have inherent wells, so they don't need outside wells to provide more.

Well Placement. The well has been placed on the road inside a common housing area. Water can now be carried to your citizens by a water carrier (see p.40).



When it's first placed, a well is empty and does not function. As soon as it gathers enough employees (water carriers, see p.40), the Well fills with water and begins to function. Eventually, wells can "improve" (see below).



Improved Wells: A well can improve to a more attractive and efficient structure if its surroundings are aesthetically pleasing (i.e., it's surrounded by attractive roads, gardens, sculptures, etc.). Improved wells produce and deliver cleaner water, which improves hygiene in the common houses that receive it.

4. Tips on Building Houses, Roads, and Wells

- Houses (and wells) must be built next to roads or no one will move into them and they will disappear.
- Build houses in blocks rather than scattered everywhere.
- Too many road intersections confuse walkers.
- One well can supply water to an entire block of common houses if roadblocks (see p.38) or gates (see p.100) are used to keep the water carrier within that block.
- Build aesthetic structures such as flowering trees (see p.101) around a well to improve it so it will provide cleaner water to common houses.

C. People and Employment

As the city grows, it comes alive with people going about their daily tasks. New families arrive; sometimes others depart. The workforce tends to its responsibilities, bringing goods and services to the citizens. Men, women, and children are all active participants in city life. They are the city's lifeblood, coursing along its streets. The citizens' lives – how they come to your city, how they find employment, and what happens after they attain wealth – are topics of this chapter.

1. Attracting Immigrants

When the city is new, immigrants in search of a home come to experience life on a new frontier. As the city becomes more established, new immigrants are attracted mainly as a result of word-of-mouth. If life in the city is good, then the residents will spread the word throughout the empire. New people will come to the city provided there is room for them.

“Make happy those who are near, and those who are far will come.”
– Chinese Proverb

2. City Popularity

For your city to grow and prosper, it must continually attract new families ... and also maintain (and improve) the livelihood of those currently living within your borders. Therefore, you must try to maintain and improve your city's overall popularity. The factors that affect city popularity include taxes, wages, food availability, unemployment, civic repression, New Year's festivals, *feng shui*, heroes, monuments and city debt. Chinese emperors ruled with a “Mandate from Heaven,” but if the emperor ruled badly and failed to maintain the balance of heaven and earth, it was considered acceptable for the people to rebel against him. Low popularity seeds unrest, which causes a ripple effect of deterioration throughout your city. So pay careful attention to those factors that affect your city's popularity ... and keep them in balance.

3. Finding Workers

Your city requires workers (employees) to function properly. When a new building needing employees is built, it remains unoccupied and does not function until enough workers are available. Each building requires a certain number of employees to function at its best, which is detailed later in this manual. For now, it's important to understand that workers are automatically culled from the existing population as soon as a building is constructed. As long as you have enough citizens to fill the employment requirements, goods and services are maintained.

4. People of the City

The city employs dozens of different workers who perform different tasks. Some of your workers make their way along the city's streets as they go about their day-to-day duties. These walkers can be broken down into two groups: those that have a specific destination in mind and those who roam the city.

Destination Walkers: Destination walkers move with a specific goal/destination in mind. Using a map of your city's roads, they determine the shortest route to their

destination. With some exceptions (noted below), they always use your city's roads to find the shortest route. Your city's destination walkers are:



Immigrant: Immigrants stream in by the rickshaw load as your city grows. They move through your city in search of empty rooms or a nice plot on which to build, and then start building. *Immigrants do not need roads, but will use them if they exist.*

Emigrant: Alas, it's possible for your city to lose citizens. Poor hygiene, high unemployment, crime, etc. are just some of the reasons people (who once flocked to your city with high hopes and dreams) pack their belongings and make for the hills. These disgruntled, disillusioned folk leave your city with a chip on their shoulder. *Emigrants do not need roads.*



Vagrant: Vagrants have been pushed out of their home for whatever reason, but instead of leaving your city, will find lodging wherever they can. If they're unable to find homes, they may leave altogether. *Vagrants do not need roads.*

Bandit: Bandits look for your palace or administrative city (whichever is closest) and set it on fire. If neither of these structures is available, Bandits will find the closest Elite House and attack it instead. See p.97 for details.



Thief: Thieves look for the closest Elite House and rob it. See p.97 for details.

Quon Zhun (elite couple): Quon Zhun walkers are generated from Elite Housing (see p.30). Their purpose is to find the closest theatre pavilion (see p.103) staging a show, thus creating an audience for that show.



Hunter: Hunters "hunt" animals and return to their Hunter's Tent with sacks of meat for processing. See p.46 for details. *Hunters do not need roads.*

Fisherman: Fishermen catch fish for processing at a Fishing Quay. See p.46 for details. *Fishermen do not need roads; they navigate through streams and rivers.*





Farmer: Farmers grow and harvest crops. During the growing season, farmers plant and hoe the crops that are in season. At harvest time, they gather the crops for delivery to the mill or warehouse. See p.57 for details. *Farmers do not need roads.*

Tender: Tenders care for orchards and collect harvests from them. There are three types of orchards. See p.45 for details. *Tenders do not need roads.*



Logger: Loggers cut wood for processing at a logger's shed. See p.52 for details. *Loggers do not need roads.*

Quarryman: Quarrymen gather stone blocks from a quarry, which are then processed at a stoneworks. See p.52 for details. *Quarrymen do not need roads.*



Miner: Miners collect ores from copper-ore and iron-ore sites, which are then processed at a Smelter. See p.52 for details. *Miners do not need roads.*

Food Buyer: Food buyers go directly to a Mill and pick up food for the food shops in the market square. See p.60 for details.



Hemp Buyer: Hemp buyers go directly to a warehouse to pick up hemp for the hemp shops in the market square. See p.60 for details.

Ceramics Buyer: Ceramics buyers go directly to a warehouse to pick up ceramics for the ceramics shops in the market square. See p.60 for details.



Tea Buyer: Tea buyers go directly to a warehouse to pick up tea for the tea shops in the market square. See p.60 for details.

Silk Buyer: Silk buyers go directly to a warehouse to pick up silk for the silk shops in the market square. See p.60 for details.





Bronzeware Buyer: Bronzeware buyers go directly to a warehouse to pick up bronzeware for the bronzeware shops in the market square. See p.60 for details.

Lacquerware Buyer: Lacquerware buyers go directly to a warehouse to pick up lacquerware for the lacquerware shops in the market square. See p.16 for details.



Buyer's Servant: Servants are the “helpers” for your buyers. They follow closely behind your buyers as they return to the Market with goods from the mill or warehouse. Each servant trailing behind a buyer carries up to 100 units of that commodity. See p.16 for details.

Deliveryman: Deliverymen are walkers who deliver goods (wood, silk, hemp, rice, etc.) from one building to another – for example, from a weaver to a warehouse. Nearly every industry has some form of deliveryman, from wheelbarrow pusher to donkey or ox cart.



Trader: Traders come to your city from other cities and are responsible for importing/exporting goods between you and your trade partners. See p.65 for details. *Traders do not need roads.*

Musician: Musicians are trained at Music Schools and perform in market squares and theatre pavilions for all of their adoring fans. Musicians help to improve the overall quality of life in your city. See p.102 for details.



Acrobat: Acrobats are trained at Acrobat Schools and perform in market squares and theatre pavilions (like Musicians). They, too, improve the overall quality of life in your city. See p.102 for details.

Actor: Actors are trained at drama schools and perform at theatre pavilions. Actors help entertain your elite residents. See p.102 for details.



Emissary: Emissaries are used to deal diplomatically with other cities. See p.76 for details. *Emissaries do not need roads.*

Spy: Spies may be sent to other cities to gather information or conduct sabotage. See p.73 for details. *Spies do not need roads.*





Carpenter: Carpenters are part of the workforce required to build monuments. See p.90 for details.

Ceramist: Ceramists are part of the workforce required to build monuments. See p.90 for details.



Mason: Masons are part of the workforce required to build monuments. See p.90 for details.

Laborer: Laborers are part of the workforce required to build monuments. See p.90 for details.



Roaming Walkers: Walkers who roam the city bring benefits to your citizens when they pass the housing. These kinds of walkers could also be called “access” walkers, as many of them provide *access* to various goods and services available in your city. Roamers leave their buildings with no specific destination in mind. When they leave their buildings, they try to start in a different direction every time. From there, they can be completely unpredictable.

Every time roamers encounter an intersection, they must decide which way to turn. They don’t make the same decision every time, so houses they have passed before may not be visited again for some time.

The best way to control these walkers is through good city planning. Since intersections give these walkers so much freedom, keeping intersections to a minimum helps guide these walkers where you want them to go. One way to keep roamers heading in the right direction is through the use of roadblocks and residential wall gates (see p.100).



Roadblocks: Roadblocks are an effective tool in controlling roamers. When a roamer encounters a roadblock, he or she turns away. *Walkers with a specific destination in mind can pass right through Roadblocks.* Use Roadblocks carefully. If you place a

Roadblock to prevent a peddler from strolling through the city’s industrial sector (see p.50), for example, you might also block inspectors (see p.40) who need to service industrial buildings on the other side of the roadblock. Roadblocks can make no distinction between roamers, so carefully consider whom you are blocking when you place a roadblock.

The walkers that roam the city are:



Disease Carrier: Disease carriers are spawned from nasty contagions that can grip your city. Even a city with relatively good hygiene may spawn disease carriers ... there's always a chance. But a city with very low hygiene has a greater chance of spawning disease carriers. See p.96 for details.

Mugger: Muggers are the unruly and lawless that spring up as a result of the growing unrest in your city. See p.97 for details.



Beggar: Beggars are the homeless rabble that spring up as a result of the growing unrest in your city. They are usually the first sign of unrest. See p.97 for details.

Peddler: Peddlers start at a market square and roam around your residential areas delivering food and commodities where needed. See p.60 for details.



Festival Performer: Festival Performers appear during festival times, and comprise a “dragon,” musicians, acrobats, and actors working in concert to deliver joy and merriment to your houses. Festival performers start at the market square and snake through your residential areas. See p.105 for details.

Announcer: Announcers roam around your residential areas, making people aware of acrobatic and musical shows being performed at the market square. Announcers also start at the theatre pavilion to announce any entertainment there. See p.103 for details.



Diviner: Diviners roam your residential areas encouraging the people to worship their ancestors. See p.79 for details.

Scholar: Scholars roam your *elite* residential areas proclaiming the genius of Confucianism. See p.80 for details.



Priest: Priests roam your residential areas proclaiming the wonders of Daoism. See p.80 for details.

Monk: Monks roam your residential areas proclaiming the greatness of Buddha. See p.80 for details.



Water Carrier: Water Carriers deliver water to your common houses. See p.28 for details.

Herbalist: Herbalists provide important medicinal services to your citizens. See p.97 for details.



Acupuncturist: Like Herbalists, Acupuncturists provide for the physical and psychological well-being of your citizens. See p.97 for details.

Inspector: Inspectors are the maintenance men of your city, making sure your buildings are structurally sound, and putting out fires when they occur. See p.97 for details.



Guard: Guards are the police force of your city. They help quell unrest. See p.98 for details.

Tax Official: Tax Officials roam your residential areas collecting taxes for your municipal coffers. See p.70 for details.



Military Walkers: Soldiers are a unique form of walker in *Emperor*. You have more control over the movement of soldiers than other walkers; in fact, you can actually specify a destination to which soldiers can move. See p.109 for details.

Heroes: *Emperor* has twelve heroes from Chinese history and mythology that can appear in your city if certain conditions are met. You have some control over the movement of heroes, similar to military walkers. These heroes can provide a wealth of services to your citizens. The heroes that can appear are Nu Wa, Shen Nong, Huang Di, Confucius, Sun Tzu, Mencius, Xi Wang Mu, Zao Jun, Guan Di, Guan Yin, Bodhidharma, and Sun Wu Kong. See p.81 for details.



5. Unemployment

Unemployment can become a serious problem in your city, but one that is relatively easy to solve. When more than 10 percent of

"An overcrowded chicken farm produces fewer eggs."
-- Chinese Proverb

your workforce is unemployed, though, problems will ensue. High unemployment contributes to poor city popularity (see p.34), which can hamper immigration and encourage crime.

The cure to unemployment is to create new jobs. Unemployment affords you the opportunity to improve your city's services. A low level of unemployment is actually better, however, than a labor shortage. New buildings draw their workers from the ranks of the unemployed.

6. Labor Shortages

Labor shortages can be the more devastating employment problem. When industries are understaffed, services begin to suffer because buildings that are only partially staffed are much less efficient than fully staffed buildings. When services suffer, needed goods may not be delivered to houses, and people may be forced from their homes, causing vagrancy or emigration. Vagrancy, of course, further reduces the workforce, which results in even more services suffering.

Drawing immigrants to the city solves labor shortage problems. If the city is currently experiencing a labor shortage, manage the labor force (see below) to make sure that key services, like food production and distribution, are fully staffed.

7. Tips on Managing Population and Labor

Balancing population levels against labor needs is a challenging (yet enjoyable) task. A good emperor learns how to stimulate new immigration, while keeping his current population happy and employed. When the population grows, so too does the need for gainful employment. So how do you track and manage your labor needs?

The Population Ministry: The Population Ministry is in charge of your housing levels: the amount of housing available for new immigrants; the overall population level; the reasons why new families will not (or cannot) move into your city. This information is important to monitor so when you need new workers, you're able to create an environment that promotes continued immigration. See p.34 for details.

The Agriculture Ministry: The Agriculture Ministry is in charge of your food production and food levels (i.e., supply versus demand). This information is important to monitor closely so your food supply doesn't begin to stagnate/decline such that your citizens begin to go hungry. See p.43 for details.

The Industrial Ministry: The Industrial Ministry is in charge of your labor force. This ministry provides information such as payroll projections for the coming year, and employment vs. unemployment levels. The Industrial Ministry also allows you to adjust employee wage levels, control workforce allocation, and change labor priorities. See p.50 for details.

The Safety Ministry: The Safety Ministry is in charge of your city's safety needs, such as the allocation of water, medicines, and structural repair (i.e., inspectors). The Safety Ministry allows you to monitor your citizens' current hygiene and Unrest Levels, which are essential to their well-being.

D. Farming and Food Production

Food production and distribution are fundamental parts of *Emperor*. Without food, your citizens go hungry, city hygiene drops, unrest occurs, etc. An effective food production and distribution system is paramount to the advancement of your city.

Unlike previous city-builders (such as *Pharaoh* and *Zeus*), farmhouses and the fields that they tend are separate entities, and must be placed separately on the map. This allows you more flexibility in where you place your farmland and the size of your farms. This flexibility also allows you to have your farms grow a wide variety of different crops (i.e., one farm can grow both millet and wheat, or rice and millet, or three different types, or four, etc.). Under these conditions, your farms can function very efficiently.

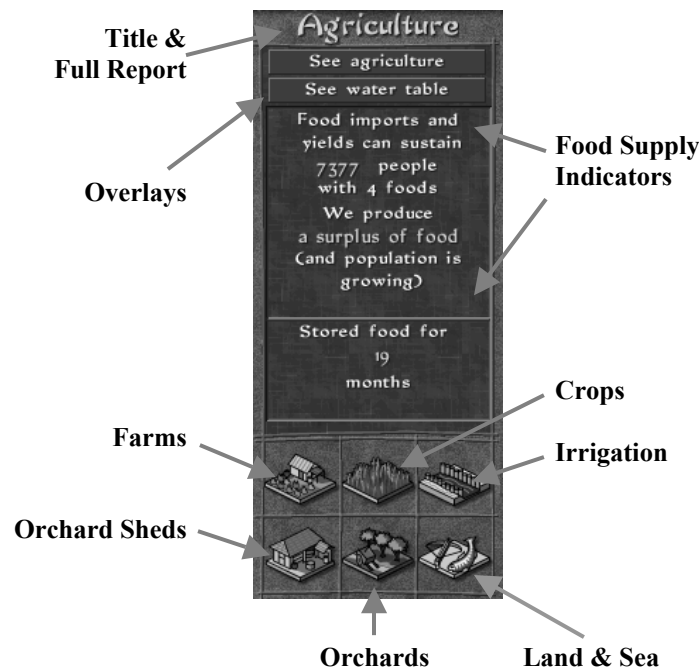
Climatic Regions: As specified earlier, China is divided into three separate climatic regions (see p.22). As you can imagine, the quality and level of food production changes depending upon the region. Rice, for example, grows very poorly in arid regions. But in humid regions, Rice grows at peak efficiency. So it's important to understand that the climatic region of your city map plays a major role in how productive (and how extensive) your farmland is. The table below shows which crops are best suited to each region.

Crop	Humid Region	Temperate Region	Arid Region
Wheat	Average	Good	Average
Soybeans	Average	Good	Average
Rice	Excellent	Average	Very Poor
Millet	Average	Good	Average
Cabbage	Average	Good	Poor
Hemp	Average	Good	Poor
Tea	Good	Average	Poor
Lacquer	Good	Average	Poor
Mulberry	Average	Good	Average

The Water Table: Another important factor is your water table (see p.32). The drier the land, the smaller your water table. This is important to understand immediately, since the amount of choice farmland diminishes as the land becomes drier. Good farmland in arid regions, for example, is restricted to a very narrow strip of fertile ground around rivers, streams and ponds, whereas in temperate and humid regions, good farmland is more prevalent. Just remember this: Where there is grass, there is water. Crops planted atop grassy terrain produce food more efficiently; crops planted atop dirt terrain (i.e., no water) should be irrigated (see p.44) for best output.

1. Planting Crops (The Agriculture Ministry)

The Agriculture Ministry is responsible for the production of food. This also includes the hunting and processing of fish and game meat.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about food production appear. The top part of the full report dialog lists your food sources, monthly supply, monthly imports (if applicable), and the amount of people supported by the food source. The bottom portion of the dialog lists the food quality currently being produced by your mill(s) and the number of people that can be supported with said food quality.

See Agriculture Overlay: This button highlights the agricultural areas and related walkers of your city.

See Water Table Overlay: This button toggles the water table overlay on/off. Deep blue tiles indicate a lot of underground water.

Food Supply Indicators: These displays give you information about your current food supply, how many citizens can be sustained with current supplies, and how many months the current supply will last. This is very important information to monitor closely. See p.57 for details about food storage.

Foods			
Food Sources	Monthly Supply (loads)	Monthly Import (loads)	People Supported
☐ Fishing Quays	0.0	0	0
☐ Hunters' Tents	0.0	0	0
☒ 231: Millet Fields	0.1	0	4435
☒ 107: Wheat Fields	0.4	0	2540
☐ Rice Paddies	0.0	2	800
☐ Cabbage Fields	0.0	0	0
☐ Soybean Fields	0.0	0	0
☐ Salt Mines	0.0	0	0
Imported Spices		0	
Total Supply	17.5	2	7781

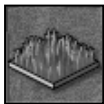
Mills		
Meal Quality	Monthly Supply (loads)	People Supported
☐ Bland	0	0
☐ Plain	0	0
☐ Appetizing	0	0
☒ 3: Tasty	18	7464
☐ Delicious	0	0
Total Supply	18	7464



Farms: There are two types of farms in *Emperor*: farmhouses that grow food crops, and hemp farms that grow (of course) hemp. The Chinese used hemp fibers to make clothing principally and, later, paper. Both farm types are equally important in the advancement of your city.

Farmhouse – A farmhouse employs farmers that tend and harvest one to five different food crops. When a farmhouse is placed on the map, it lies inactive until it receives workers (employees). Upon receiving workers, the farmhouse activates and (assuming the season is right), begins to tend crops. However, a farm cannot produce food if there are no fields for it to tend. After building a farmhouse, you should place fields of each food crop around it immediately (see below).

Hemp Farm – A hemp farm produces hemp *exclusively*. Like the farmhouse, it appears inactive on the map until employees arrive. Once built, you should place hemp fields around it immediately (see below).



Crops: There are six crop types: five food crops and hemp. Crops are placed on the map in the same fashion as other items, but their placement is restricted to three tiles out from their respective farm building. This is easy to remember because the game won't allow you to place crops in illegal areas.

Soybean Field – Soybean (or Bean Curd, as its by-product is commonly called) is one of your main food crops. It's the representative legume in the game but does not appear until the middle of the Zhou Dynasty. Soybeans are planted in May and harvested in September (see p.47).

Cabbage Field – Cabbage is one of your main food crops and the representative vegetable in the game. Cabbage is a late season crop, planted in August and harvested in December.

Millet Field – Millet is one of the three important grain crops of ancient China, and was (according to the archeological evidence) the first grain crop widely cultivated. Millet is planted in July and harvested in November.

Rice Paddy – Rice is another of the important grain crops. It cannot be planted on sparse grass (meaning, it must be planted on ground atop your full water table – see p.32). Contrary to what you might imagine, rice didn't become a common food in China until the late Shang Dynasty. Rice is planted in June and harvested in October.

"Without rice, even the cleverest housewife cannot cook."
-- Chinese Proverb

Wheat Field – Wheat is one of the three important grains of ancient China. Wheat is a spring crop, planted in March and harvested in July.

Hemp Field – In ancient China, hemp fibers were (and still are to a lesser degree) used as a source for clothing, rope and other products. Hemp is your main non-food crop, planted in April and harvested in September. A good hemp crop is absolutely imperative for you to develop; much of your housing evolution is based upon having "road access" to hemp (see p.9).



Irrigation: Irrigation has long been a vital part of Chinese agriculture. Irrigation ditches (and their attendant irrigation pumps, which require road

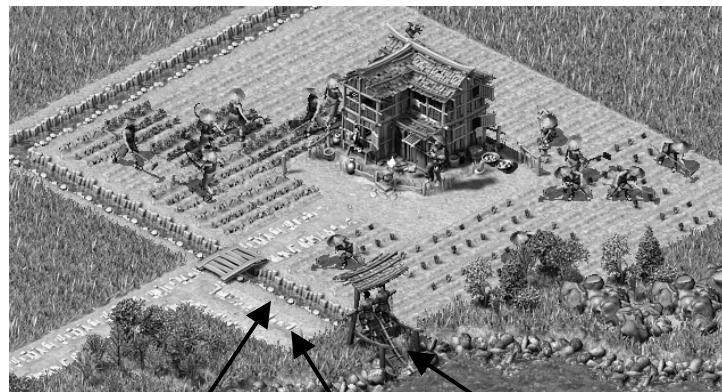
access and labor, see below) allow you to increase the fertility of your land via a series of connected “man-made” water channels (but do *not* alter the underground water table). Each field and orchard tile within five tiles of a functioning irrigation ditch has its fertility rating increased.

Ditch – As stated, an irrigation ditch is a man-made water channel that brings water to your crops. Your irrigation ditch needs to connect to an irrigation pump (see below), so it’s best to place your pump first and then build your ditch from it.

Pump – An irrigation pump must be placed alongside a stream or river. Part of the pump must rest upon the water, and part of it must rest upon the shoreline. An irrigation pump needs road access to attract employees, so make sure you have a road built to the pump.

Irrigation Ditch and Pump

Example. *The irrigation pump in this example has been placed against a river, and directly behind it, an irrigation ditch has been placed to deliver water to the farm. As long as the irrigation pump has employees, water flows into the ditch and brings water to the nearby crops, increasing the farm’s yield.*



Ditch

Road “access”

Pump

As stated, irrigation helps improve your crop and orchard yields by improving the fertility of the land in all climatic regions; it’s especially useful in Arid regions where water is scarce (see p.22).



Orchard Sheds: Each type of orchard farm (see below) has its own shed, where the harvested raw material is delivered to and then converted into a usable product. An orchard shed can be placed on any type of buildable terrain, and requires road access and labor. Each shed produces tenders who tend and harvest their respective type of tree or bush.

Tea Curing Shed – A tea curing shed dries and cures tea leaves.

Lacquer Refinery – A lacquer refinery processes the sap from lacquer trees.

Silkworm Shed – A silkworm shed harvests leaves from mulberry trees to feed silkworms that produce raw silk.



Orchards: Orchards are tree farms that produce various materials (like tea) that your city needs to thrive and prosper. Like food crops, orchards must be planted within three tiles of their respective shed/refinery. For example, mulberry trees must be planted near a silkworm shed.

Lacquer Tree – Lacquer trees produce a sap, which is processed at the lacquer refinery into lacquer. Lacquer and wood are used for making lacquerware (see p.53). The use and production of lacquer (and the use of lacquerware) did not become commonplace in Chinese society until the late Zhou Dynasty. Lacquer trees are tended between the months of February and June, and their sap is harvested during the months of July and August.

Mulberry Tree – Silkworms consume the hand-picked leaves of mulberry trees. The use of raw silk to make cloth was a carefully guarded art known only to the Chinese for many centuries. Leaves from

mulberry trees are harvested twice per year: between the months of April and June, and then again in the months of July and September. The tenders from the silkworm shed then feed the leaves to their silkworms, which in turn produce silk cocoons (raw silk) that are delivered to a weaver (see p.53) for further processing.

Tea Bush – The leaves from tea bushes are harvested to make (of course) tea, which did not become a popular commodity in China until the 3rd century CE. Tea bushes have three growing seasons annually: March through May, June through August, and September through November.

“The first bowl sleekly moistened throat
and lips,
The second banished all my loneliness
The third expelled the dullness from my
mind,
Sharpening inspiration gained
from all the books I've read.
The fourth brought forth light
perspiration,
Dispersing a lifetime's troubles through
my pores.
The fifth bowl cleansed ev'ry atom of
my being.
The sixth has made me kin to the
Immortals.
This seventh...
I can take no more.”

- Lu Tung, Chinese Poet



Land & Sea: Before agriculture became commonplace in Chinese society, there were always fishermen and hunters wielding weapons in pursuit of game meat. *Emperor* allows you to hunt, capture and kill various animals as a supplement to your agricultural food sources.

Fishing Quay – A fishing quay catches and processes fish meat. A fishing quay must be built alongside a river and must have access to a road and an inspector's tower (see p.97). When the quay receives employees, it sends out a fishing boat to scour the water for a good fishing spot (which is marked by large schools of fish). Once found, the fish are caught through the use of tethered cormorant birds that dive into the water. The caught fish are then taken back to the quay for processing and delivery to the mill (see p.57).

Hunter's Tent – A hunter's tent employs hunters that scour the countryside in search of game meat. There is one type of hunted animal (or prey) for each climatic region: pheasants for Temperate, Saiga antelopes for Arid, and wild pigs for Humid. A hunter's tent must have access to a road, but does not require access to an inspector's tower (see p.97). Captured game meat is processed at the hunter's tent and then delivered to the mill (see p.57).

Predator Animals: In addition to the prey animals listed above, there are two predator animals per climatic region. These predators can kill a walker that crosses their path.

They are more likely to attack hunters, however, since hunters are out and about gathering meat for the market. But these animals are dangerous to everyone.

Temperate Region	 Panda	 Giant Salamander
Arid Region	 Gobi Bear	 Bearded Vulture
Humid Region	 Tiger	 Alligator

Like prey animals, predators stick to their climate; meaning, you will never see pandas in arid or humid regions, etc. Predators can also kill prey animals they discover, and this can cause problems for you in your quest for game meat. There's little you can do to prevent predators from attacking other animals and/or civilians; like natural disasters (see p.88) they are one of the hazards you can face in the game.

2. Seasonal Growth and Harvesting

As indicated above, no one crop grows year round. Crops grow seasonally, and although *Emperor* doesn't reflect changes in climate, it's a good idea to look at crop growth as a function of seasonal change. Below are charts that list each crop's growth cycle, with the letter "H" indicating the harvesting month.

<i>Crop</i>	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan
Soybeans								H				
Cabbage											H	
Millet										H		
Rice									H			
Wheat						H						
Hemp								H				

<i>Orchard</i>	Feb	Mar	Apr	May	Jun	Jul	Aug	Sep	Oct	Nov	Dec	Jan
Tea				H			H			H		
Mulberry					H			H				
Lacquer						H	H					

3. Food Quality

The “quality” of your food plays a major role in the health of your citizens (see p.95), and the level to which housing evolves. There are five different food qualities: bland, plain, appetizing, tasty, and delicious. The number of different food types you have in stock (and which are being distributed to your citizens) determines food quality. For example, if you are producing and distributing only millet, you have “bland” food. Bland food is perfectly fine to begin with; your initial population is happy just to have something to eat. But as you progress, and as your citizenry grows ever more sophisticated, the demands for higher quality food increase. The chart below shows you how many different food types are needed to improve food quality.

Food Quality	Consists of...	Alternatively, if Salt* in Mill	Alternatively, if Spices* in Mill	Alternatively, if both Salt and Spices in Mill
Bland	1 food type	N/a	N/a	N/a
Plain	2 food types	1 food type and Salt	1 food type and Spices	N/a
Appetizing	3 food types	2 food types and Salt	2 food types and Spices	1 food type and Salt and Spices
Tasty	4 food types	3 food types and Salt	3 food types and Spices	2 food types and Salt and Spices
Delicious**	N/a	N/a	4 food types and Spices	3 food types and Salt and Spices

* **Salt and Spices:** Salt and spices, as the chart implies, are food supplements. Salt is acquired through mining (see p.54); spices are acquired through trade *only* (see p.63).

** **Delicious Food:** Delicious food is not required for housing evolution (tasty food is the highest level required for dwelling improvement). However, delicious food does improve the health and hygiene of your citizens (see p.95).

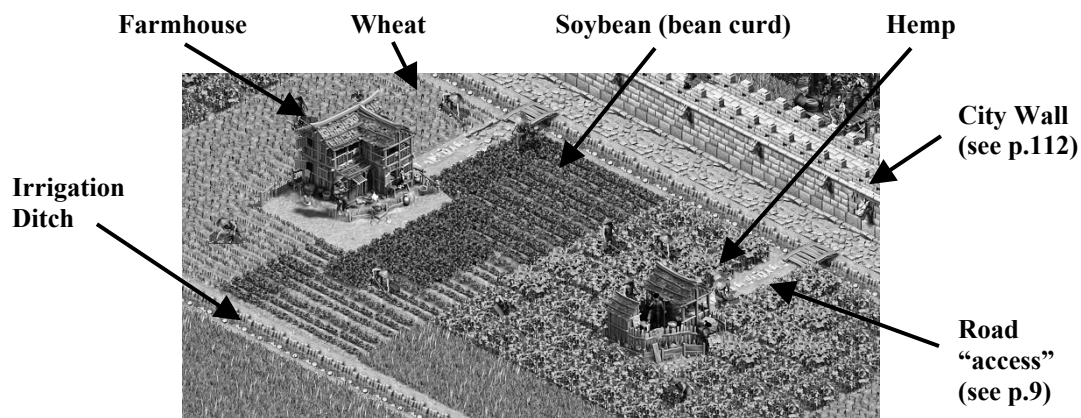
It’s important to note that you can have any food “type” to fulfill the requirement. For example, for plain food, you could have millet and wheat, or millet and rice, or even millet and game meat (meat is considered a food “type”). You are not required to have a specific food type, like rice for example. So long as you have two different food types being produced, stored at a mill and distributed, your food will be classified as “plain.”

4. Food Distribution

Once your farms have planted, harvested, and processed your food, it must be distributed to your citizens. Food distribution is handled by the Commerce Ministry, and is detailed on page 56.

5. Tips on Farm and Food Production

- Farmhouses (not the crops) *must* be built alongside roads. Deliverymen (see p.34) carrying your food to your mills must move by road.
- Use the most fertile land on your map for food production. The most fertile areas are the heavily grassed areas, which often run alongside rivers. Before placing farms, review your water table (see p.32) and plant accordingly.
- Stagger the placement of your farmhouses to maximize cropland. Remember, crops and orchards must be planted within three tiles of a farmhouse or shed/refinery. So, leave adequate space.
- Irrigate around your farms if irrigation is available in the scenario/mission you're currently playing. Irrigation improves the fertility of nearby farmland, and it's especially valuable in Arid regions.
- Have *each* farm tend and harvest all the different food crops that can be grown on that map. This helps maximize the efficiency of your workers. Remember that each crop has a specific growing season. So if you have a farm producing only wheat (which has a four-month growing season and one month for harvest), the workers from that farm will have nothing to do for the remaining seven months of that year. Remember this one important point: an inactive farm is an inefficient farm. Keep those workers in the field!



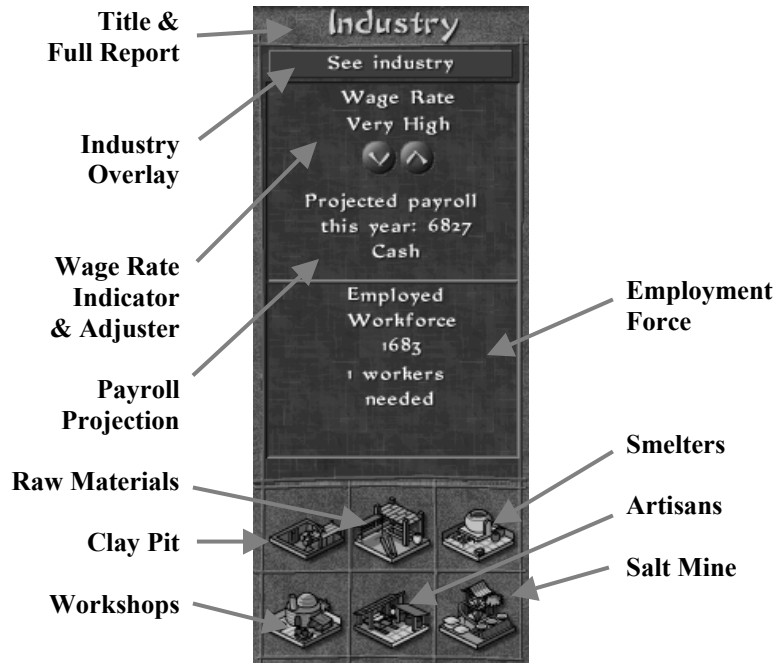
Farm Sample. The farm complex above shows one farmhouse harvesting two different crops: wheat and soybean. An irrigation ditch runs along its sides. In addition, a hemp farm is preparing for a full harvest.

E. Industry

The backbone of any thriving empire is its industrial might. An empire's ability to mine ores, salt and clay and produce tools and armaments to improve and protect its citizenry is paramount. To this end, *Emperor* provides you the tools and the means by which your city can carve out a civilization to last forever.

1. Running the Factories (The Industrial Ministry)

The Industrial Ministry is responsible for the gathering of raw materials (clay and iron-ore, wood and stone) and the manufacturing of goods utilizing those materials.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about industrial production appear. The top portion of the dialog lists your city's workforce allocation. It lists your employment force by industrial sector (i.e., agriculture, industry, commerce, etc.) and also shows the number of workers you "have" and "need" in that sector. It also lists each sector's workforce priority. Using the up/down arrows, you may adjust a sector's priority in order to shift workers from one sector to another. Shifting workforce priorities can be beneficial, especially during those times of the year where some industries stop functioning (like farms, for example). During fallow times, you could move a large portion of your agricultural workers from their farms to (say) monument building.

Workforce Allocation				
Priority	Sector	Need	Have	
▽ ▲ moderate	Agriculture	248	248	
▽ ▲ moderate	Industry	456	456	
▽ ▲ moderate	Commerce	252	252	
▽ ▲ moderate	Safety	188	188	
▽ ▲ moderate	Government	86	86	
▽ ▲ moderate	Entertainment	42	42	
▽ ▲ moderate	Religion	44	44	
▽ ▲ moderate	Military	86	86	
▽ ▲ moderate	Monuments	282	282	

Industry Status				
click on an industry status to shut it down or reactivate it				
Commodities	Status	Working		
	Fish	industry has been shut down	0 of 9	↑
	Millet	operating normally	7 of 7	
	Wheat	operating normally	7 of 7	
	Wood	some buildings are shut down	8 of 9	
	Raw Silk	operating normally	4 of 4	
	Iron	operating normally	5 of 5	
	Clay	operating normally	3 of 3	
	Hemp	operating normally	2 of 2	
	Weapons	operating normally	3 of 3	↓

The bottom portion of the dialog lists your industrial status (i.e., which commodities are being produced and at what efficiency). It also lists the number of functioning buildings for that commodity. Because a farmhouse can grow any or all of the food crops (bean curd, cabbage, millet, rice, wheat), every farmhouse is listed as a building for each of those commodities. To change the production status of a commodity, click on its status button. Changing a commodity's status is often necessary, especially if you have an overabundance of a particular commodity. For example, you may wish to change the status of all ceramics production from "operating normally" to "industry has been shut down" to give your markets and warehouses time to work through their stockpiles. Because farmhouses often tend more than one food crop, you must shut down all of the food crops before the workers will leave the farmhouses.

See Industry Overlay: This button highlights your city's industrial areas and related walkers.

Wage Rate Indicator & Adjuster: Naturally, workers earn a certain amount of money as they work. The actual amount is dependent upon your current wage rate, which is listed in this area. To adjust that rate, use the up/down arrows. By default, your wage rate is set to "normal." Wage rate affects city sentiment: meaning, the higher your wage rate, the more attractive your city is to immigrants. Adversely, the lower your wage rate, the less attractive. Wage rate also affects your labor force percentage: meaning, if your wage rate is low, fewer of your citizens join the workforce. The higher the rate, the more likely they are to work. As wages are paid, money is deducted from your bank. A wage rate of "very high" draws roughly 1/3 more money than a setting of "normal"; a wage rate of "very low" draws roughly 1/3 less money than "normal."

Payroll Projection: This area gives you a projection of how much money you will likely spend this year in wages. This number, however, fluctuates continuously. Changing wage rates, adding more industry which requires more workers, etc. all go into this projection.

Employment Force: This area tells you how many workers you currently have and how many are needed. It will also list your unemployment level if applicable. This information is very important to monitor closely. If you need workers, you must make arrangements to attract more immigrants (build more houses, increase wages, improve residential areas thereby increasing living space, etc.). If you have high unemployment, that means you have too many people and not enough for them to do. In this case, you need to build more industry (i.e., create jobs), or reduce your population by eliminating unnecessary housing (i.e., urban renewal). Both high unemployment and a labor shortage take their toll on your city. As stated on p.41, a labor shortage means vital services go unfulfilled, which can cripple your city, causing unrest, mass exodus, etc. High unemployment often leads to unrest and emigration, with the added effect of criminals, such as muggers and thieves (see p.97). A good rule of thumb is to (of course) never have a labor shortage, and if you have any unemployment at all, try to keep it below 10%.



Clay Pit: Clay pits extract clay from the earth for use in other industries, such as bronzeware makers and kilns. If these industries are fully stocked, then clay is delivered to a warehouse (see p.63) and stored for later use, or to a trade building that is exporting clay. (However, given that clay is the cheapest commodity in *Emperor*, it's not a very profitable export.) Some monuments also need clay delivered to their construction sites. This clay is then used by ceramists from a ceramists' guild for

work on the monument (such as temple roof tiles, terracotta soldiers, etc.). **NOTE:** For game purposes, clay is considered a “raw material” (see below). However, for convenience sake, the clay pit has been given its own button on the interface, since clay is one of the most commonly used raw materials in the game.



Raw Materials: Raw materials are the most basic items that can be gathered and used to create other products. Wood, stone and clay (see above) are classified as raw materials, and they are extracted from the land through the use of logging sheds, stoneworks, and clay pits.

Logging Shed – A logging shed sends out loggers to cut down trees. There are two types of trees: *regular trees* (which includes both deciduous and conifer), and *bamboo*. The cut trees are carried back to the shed and processed there. Regular trees produce slightly more wood than bamboo, but bamboo grows back quicker after being cut down. When the shed finishes processing the wood, a deliveryman is dispatched with it to a warehouse (see p.63), monument (see p.90), fort (see p.110), steel furnace (see below) or lacquerware maker (see p.53). In pre-paper era scenarios, wood can also be delivered to tax offices (see p.70) and Confucian academies (see p.80). (Before the Chinese invented paper ca. 100 CE, they wrote on narrow strips of wood and bamboo.) So as you can see, there are a number of uses for wood.

Stoneworks – Stoneworks can be placed anywhere in your city, though it is beneficial that it be close to a quarry area. A quarry area is a flat, dry piece of terrain where stones are mined by quarrymen sent out from the stoneworks building. Two stoneworks can “work” a single 4x4 tile sized portion of quarry terrain simultaneously. The quarrymen remove stone from the quarry and haul it to the stoneworks, where it is cut up into smaller blocks for final processing. Stone is only used in the building of monuments (see p.90).



Smelters: Smelters are responsible for mining copper and iron ore. Copper ore is mined by bronze smelters and mints (see p.72); iron ore is mined by iron smelters and steel furnaces. Ore is located in rock deposits, which are scattered around the map. Rock deposits bearing copper ore are copper colored, while rock deposits bearing iron ore are silver-blue.

Bronze Smelters – A bronze smelter produces bronze ingots from copper ore. The bronze smelter sends miners to copper ore deposits. They mine the ore and deliver it back to the smelter for processing. Once the ore has been processed into bronze, deliverymen take the bronze to bronzeware makers, weaponsmiths (see p.113), warehouses and trade buildings.

Iron Smelters – An iron smelter works in a similar fashion to a bronze smelter, but of course it mines iron ore instead of copper. However, iron ingots are delivered only to weaponsmiths, warehouses and trade buildings.

Steel Furnace – A steel furnace works in a similar fashion to an iron smelter. Furnace workers mine iron ore and deliver it to the furnace for further processing. *However, a steel furnace needs wood from a logging shed to function.* So before

building a steel furnace, make sure you've also got one or more logging sheds in production.

Cultural Progression: Generally speaking, bronze comes before iron, and iron is eventually replaced by steel. Early dynasties used bronze exclusively for both bronzeware and weaponry. But as iron was introduced, bronze fell out of military favor for the more durable black ore, although it persisted culturally in the form of bronzeware until lacquerware appeared. Once the Chinese improved the ore refinement process, iron was replaced by steel. Therefore, you will never have both iron smelters and steel furnaces at the same time.



Workshops: Workshops take raw materials and make products for your citizens. There are three different workshops in *Emperor*.

Kiln – A kiln receives clay from a clay pit, warehouse or trade building and produces ceramics. These ceramics are then distributed to warehouses and used by ceramics shops. Ceramics are necessary for housing evolution (see p.31). As a good rule of thumb, it's recommended that you have two kilns for every clay pit, and they should be placed near each other and as close to your warehouses as possible.

Lacquerware Maker – A lacquerware maker receives lacquer from lacquer trees (see p.46) and produces lacquerware. It also needs wood from logging sheds (see p.52). The lacquerware maker takes the place of the bronzeware maker for elite housing, trade, or making offerings to heroes when lacquerware becomes available around the start of the iron age. Lacquerware is a good commodity for trade (see p.63) and for paying homage to your heroes (see p.81). It is more valuable than bronzeware but less valuable than silk.

Bronzeware Maker – A bronzeware maker receives bronze and clay and produces bronzeware. The bronzeware shop (see p.63) takes bronzeware for distribution to elite houses. Bronzeware can also be traded or used to make offerings to heroes



Artisans: Artisans are highly skilled craftsmen that make more delicate materials such as silk and paper. There are three different artisans in *Emperor*.

Weaver – A weaver receives raw silk and produces silk cloth. Silk clothing is needed only for elite housing (see p.30) and is an excellent item for trade and homage offerings.

Paper Maker – A paper maker takes hemp and produces paper. Several buildings use paper once it's available: the tax office (see p.70), the Confucian academy (see p.80), and the money printer (see p.72).

Jade Carver's Studio – A jade carver takes jade stones and produces (as the name suggests) carved jade items. Carved jade is most commonly used for burial provisions with the coffin in a tumulus (see p.92), export trade, and homage offerings. Jade is specifically an import item,

"A Jade stone is useless before it is processed; a man is good-for-nothing until he is educated."
-- Chinese Proverb

and cannot be mined and/or manufactured in your city. You must find a neighboring city that has jade, then open trade with that city to acquire it for your jade carvers (see p.63 for details about opening trade). Carved jade is the most prized item in ancient China.

IMPORTANT

It's important to stress a distinction between *jade* and *carved jade*. Jade is the imported stones used by jade carvers to make intricate objects of art (carved jade). If a mission requires that you produce an amount of carved jade to satisfy victory conditions (see p.122), make sure your warehouses (see p.63) are accepting and storing *carved jade*, which is different than *jade*.



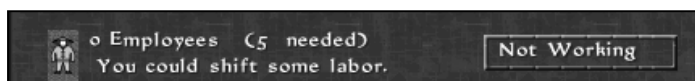
Salt Mine: A salt mine extracts salt from a salt marsh (see p.23). A salt mine *must* be built directly on top of the marsh and must have “road access” (see p.9). Once the mine has produced enough salt, its deliverymen carry it to a mill, warehouse or trade building. Like clay, salt is also considered a “raw material” for game purposes, but has been given its own button because it’s a very commonly used material. Salt is used as a food supplement and helps improve food quality (see p.48).

2. Shutting Buildings Down

A very important feature in *Emperor* (one which applies to many buildings and not just those controlled by the Industrial Ministry) is your ability to “shut down” buildings (individually or *en masse*), thereby keeping them from performing their duties. The reason you might wish to do this is to free up workers for other industries, or to prevent commodities from being overstocked. For example, if you have an oversupply of clay, you could shut down some of your clay pits until the stockpiles are reduced before starting them up again. This is an effective way to manage supply vs. demand.

To perform this function, right-click on the building you wish to shut down. This opens its

right-click info dialog. At the bottom, in the area showing the number of employees the building currently has and needs, is a toggle button titled “Working.” To shut down the building, click this button so “Not Working” appears. This tells the building to shut down and stop functioning. Shutting down a building does not destroy it; it merely makes it inactive until you’re ready to toggle it back on for production.



IMPORTANT

If you want to turn on or off some buildings within a particular industry, go to those individual buildings' right-click info dialogs and switch them between working and not working. But if you want *all* buildings in that industry to be working or not working, change the status for that commodity type in the industry full report dialog (see p.50). Changing the status shuts down or turns on all buildings in that industry. For example, shutting down silk production in the industry full report dialog shuts down *all weavers*, and toggling silk production back to “operating normally” turns on all weavers. When you set a farmhouse to “not working,” it stops tending all of its crops. If you shut down one food crop in the industry status, the farmhouses continue tending their other crops. But if you shut down *all* of the food crops, they stop working.

3. Tips on Industrial Production

- All industries *must* be placed alongside roads, although loggers, miners and quarrymen can go off road to perform their tasks.
- Build warehouses near your industries so the deliverymen from the industry buildings don't have too long of a roundtrip when delivering their goods.
- If you can afford the cost, keep wages above *normal* (see p.51) to raise your popularity with the people and to increase the percentage of people in the workforce.
- Build inspector's towers in your industrial areas to prevent the buildings from collapsing and catching on fire (see p.97).
- Produce surplus goods for use in trade (see p.63) and for offerings to heroes (see p.81).



F. Commerce and Trade

Your farms produce succulent foods. Your industries turn out fine products and useful raw materials. How do you get the food and products that your citizens demand to them? And how do you engage trade partners? The key is to develop your city's distribution system. An efficiently organized storage and distribution system will help you meet your citizens' desires for commodities, increase the productivity of your industries, and boost your city's profits from trade.

1. Distributing Goods (the Commerce Ministry)

The Commerce Ministry is responsible for the storage and distribution of foods and other meaningful goods, such as ceramics and silk.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about your city's commerce appear. The first dialog to appear lists your commodities and their current import price thresholds, their export prices, and their current trade status.

Maximum Price Pay: You may adjust the Maximum Price Pay for each commodity by using the up/down arrows alongside the listed value. This is the maximum price your traders will pay for that import, regardless of what trade partner they are buying it from. If possible, they will buy it for less than this, but they'll refuse to pay any more than this. This value protects you from a trade partner

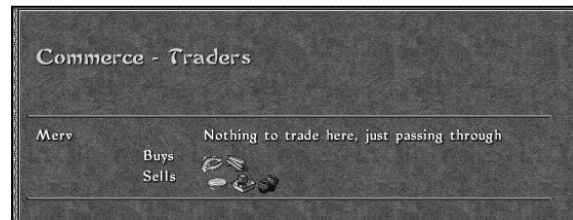
Commerce - Commodities						
Name	Max Price Pay	Export Price Avg	Lo	Hi	Trade Status Imp	Exp
Bean Curd	74	37	37	37	...	...
Fish	80	40	40	40	...	Yes
Cabbage	68	34	34	34	...	...
Game Meat	88	44	44	44	...	...
Millet	58	29	29	29	...	...
Rice	62	31	31	31	...	...
Wheat	60	30	30	30	...	...
Salt	90	45	45	45	...	...
Spices	176	88	88	88	...	...
Wood	112	56	56	56	...	Yes
Bronze	200	100	100	100	...	...
Raw Silk	166	83	83	83	...	...
Tea	146	73	73	73	...	...
Lacquer	154	77	77	77	...	...
Iron	220	110	110	110	...	...
Steel	250	125	125	125	...	...
Jade	192	96	96	96	No	...
Clay	50	25	25	25	...	...
Hemp	102	51	51	51	...	...
Stone	124	62	62	62	...	...
Weapons	400	200	200	200	...	...

who raises prices unexpectedly. The default Maximum Price Pay is ten percent above *Imperial Standard Price*, but it can be adjusted anywhere from 1 cash to double the Imperial Standard Price for that commodity. The Imperial Standard Price represents the accepted standard price for that commodity by all cities in the mission, but the seller determines the final prices. The buyer only has the option to buy or not to buy. Only you know your Maximum Price Pay for imported goods – this information is never conveyed to other players (in a multiplayer session) or to computer-controlled cities (i.e., they don't "cheat" and charge you the maximum you will pay).

Export Prices: Of course, every trade partner (human player and computer-controlled) has his own Maximum Price Pay values to protect him from your export price changes. The export prices shown on the full report represent the average, low and high values that you have set for selling that commodity. You can change the export price for a given commodity at each trade building (see p.65), which is why you may be selling it for less at one place and more at another. The default export price is the Imperial Standard Price. The up/down arrows allow you to adjust the average price, *but this globally changes the current values at all of your trade buildings exporting that good.*

Trade Status: The Trade Status indicates if you are importing or exporting that good. When you click on the status indicator (Yes or No), it opens the information panel that lists your trade partners who are (or potentially could be) importing/exporting that good.

Clicking on the "trader" button at the bottom of the full report dialog opens the traders' dialog, which indicates the traders currently in your city, what wares they are selling, what they want to buy, and whether or not they are trading with your city.

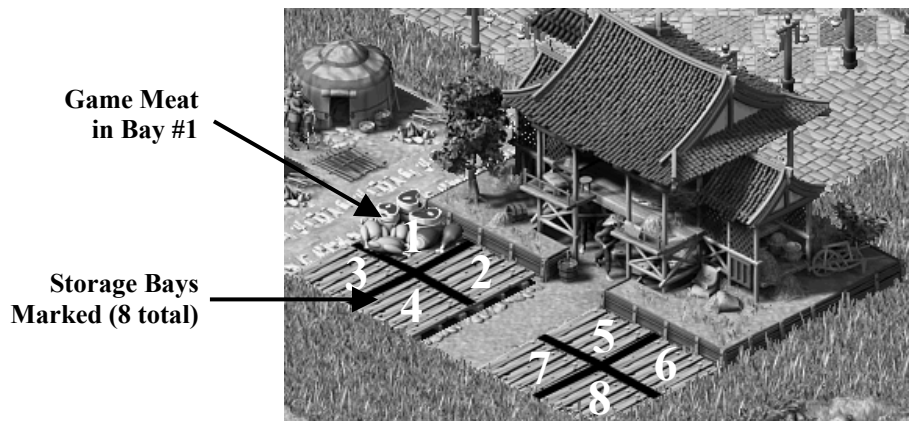


See Distribution Overlay: This button highlights your city's commercial areas (i.e., mill, warehouse, etc.).

Stockpile & Trade Indicator: This area shows you which foods and materials you are currently producing (or are capable of producing), how many loads of each you have on hand, and whether or not they are traded, imported or exported. Use the scroll bar to see everything in the list. You can also set any commodity type to stockpile by clicking on its name, which turns the text red and tells the warehouses and deliverymen to hold onto their existing stocks of that item until you click on its name again.

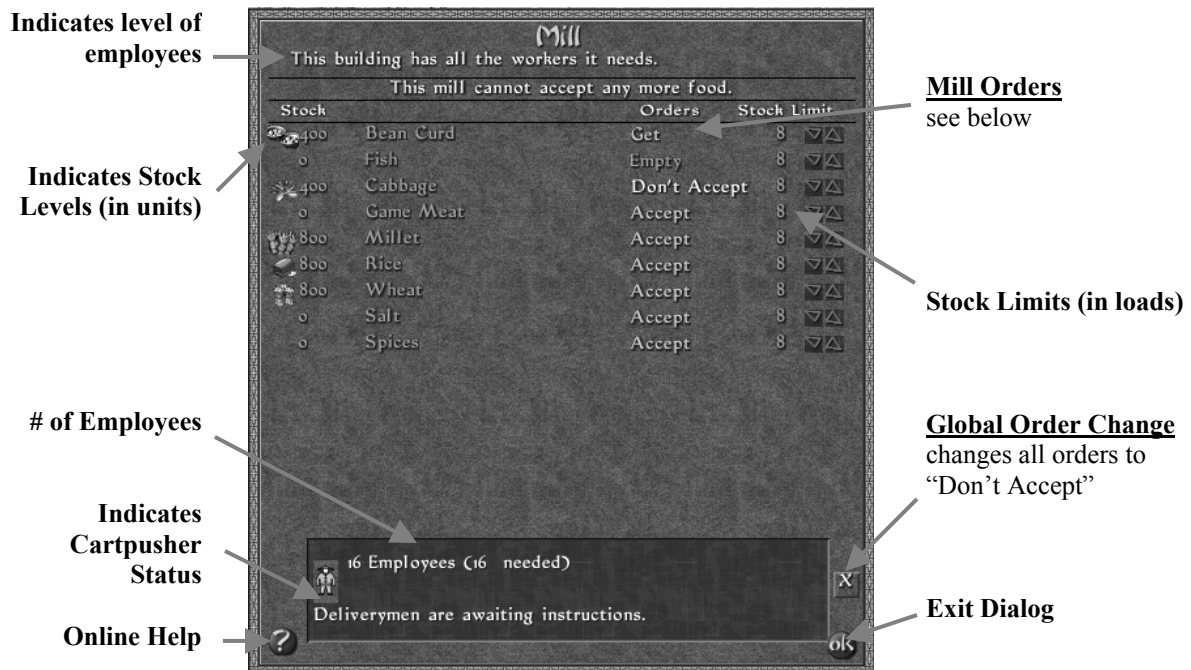


Mill: The mill receives food from your farmers and hunters, and then distributes it to the buyers from the market square, which then distributes it to your citizens. The mill has eight storage bays, each of which can hold up to four loads (32 loads total) of the same food type.



The mill gets the highest priority for food deliveries from farmhouses, hunter's tents, fishing quays, salt mines and trade buildings (see p.65). When the mill runs low on goods, it will pull more from nearby warehouses (unless those warehouses have their food or salt set to "stockpile" or "get," see p.59). No trade occurs at the mill. The mill only produces deliverymen to get or empty food supplies. The food buyers from the market square go directly to the mill and pick up the food for the food shops. When the food buyer picks up the food, appropriate quantities of these commodities are deducted from the mill's storage bays.

Adjusting Food Storage Levels: Effective management and diversification of your food is the key to good city building. Ideally, your mill should store four food types if available, and possibly spices. As stated above, each mill has eight storage bays, and each of these can hold up to four loads of the same food type (32 loads total, 100 units per load). By default, the game sets storage levels by the number of food types in the mission. For example, if you only have one food source in the mission (such as game meat), then your default storage levels for game meat at the mill will be 32. If, however, you have both game meat and millet, then the default levels will be 16 per item. You can, however, adjust these levels to your own needs. To do so, right-click on the mill. This opens the mill info dialog. On this dialog, you can set storage levels.



Setting Storage Levels: Use the up/down arrows to the right of a commodity to adjust its storage level. If you have only one food type in the scenario, you can set the highest level (32 loads), since the mill will never store another food type. If you have two items, you should divide the storage evenly between the two (16 loads per). As stated above, the game already sets default storage levels for the food items in play, and you may find these settings acceptable. However, as play progresses, it may be necessary to increase/decrease storage levels. For example, you may begin a scenario where you have three food types (millet, wheat, and rice), but rice is only available by import, and won't appear in the scenario until after you've established a trading partner (see p.63). By default, the game sets a storage level for rice, even though it won't be available for some time. In this case, it might be wise to increase your levels of millet and wheat until you have rice on hand. To be most efficient, set your stock limits in increments of 4 loads.

Mill Orders: In addition to setting food storage levels, you can also give your mill workers specific orders in how to handle a certain food type. The four orders are *accept*, *don't accept*, *empty*, and *get*.

Accept – This order tells your mill workers to store this food type if it's available.

Don't Accept – This order tells your mill workers to refuse storage of this food type. If you already have food of that type in your mill when the order is given, the mill will keep that supply, but any further storage will be blocked.

Empty – This tells your mill workers to remove that food type from storage. Mill deliverymen load up the commodity and take it to another mill or warehouse accepting it. If there are no other places accepting this commodity, then the deliverymen just stand around waiting for available storage space. Keep this in mind when emptying your mill (or a warehouse). You don't want your workers standing around with full carts and no place to go.

Get – This order is the default setting placed upon all commodities stored at the mill. This order tells your mill workers to watch a food’s supply, and if it gets low, then go out and “get” more. This is a good order to set for items at the mill, since it ensures that supplies are kept up as much as possible.

IMPORTANT

Before setting supply levels and orders, take a moment to assess your situation. What foods are you producing? How much of that food are you producing and how quickly are your mills and warehouses filling up? If you have both millet and game meat as food sources, what are the production levels for both? You may find that game meat is not coming in as fast as millet, and therefore, you may need to increase your millet supply and reduce your game meat supply. This change may only be temporary, so check supplies often and readjust accordingly. Another important consideration is to coordinate all supply changes together, across all your mills and warehouses. For example, if you “empty” wheat from a warehouse, make sure there is another warehouse or mill that “accepts” wheat. Otherwise, as stated earlier, your deliverymen will be standing around waiting for an opening. Also pay close attention to deliverymen from farmhouses. If they are standing around with full carts, this is an indication of storage problems at your mills/warehouses (or a “road access” problem, see p.9). As your city grows, your need for effective storage and distribution increases, along with the stress in making sure the system is functioning properly. But that’s part of the fun, isn’t it?

Global Order Change: The tiny “x” button to the right of the employee status box (see above) changes your mill’s or warehouse’s (see p.63) orders *globally* to “Don’t Accept.” Changing all your warehouse’s orders in this way can improve efficiency. For example, if your warehouse is “accepting” all goods, its bays may partially fill up with small numbers of many goods, and the deliverymen will be pulled in many directions. But, if you change the orders to “Don’t Accept,” and then set a few commodities to “Accept” or “Get,” your warehouse’s employees will use space more efficiently. A mill should “Get” at least four food types if available; a warehouse is more efficient with only two goods.

The Mill and Food Quality: The mill stores food for the food buyers from the market square. It’s important to see a relationship between the food stored at the mill and the overall “quality” of the food being distributed to your citizens by the food shops. As shown on p.48, the more food types you are producing, the higher quality your food will be. A good way to know, then, the quality of food being distributed to your citizens is to see how many food types are currently stored at your mill. If you have only one food type (like game meat), then odds are, your food shops are producing only bland food. If two foods are being stored (millet and meat), then your shops are probably producing plain food. So, keep an eye on what foods are being stored at your mill.

IMPORTANT: Store at least four food types at each mill if available. Storing only one food type at a mill while storing another food type at a second mill is uneconomical because the food buyer considers both mills as having bland food, whereas if both food types were in the same mill, the food buyer would consider it plain food.

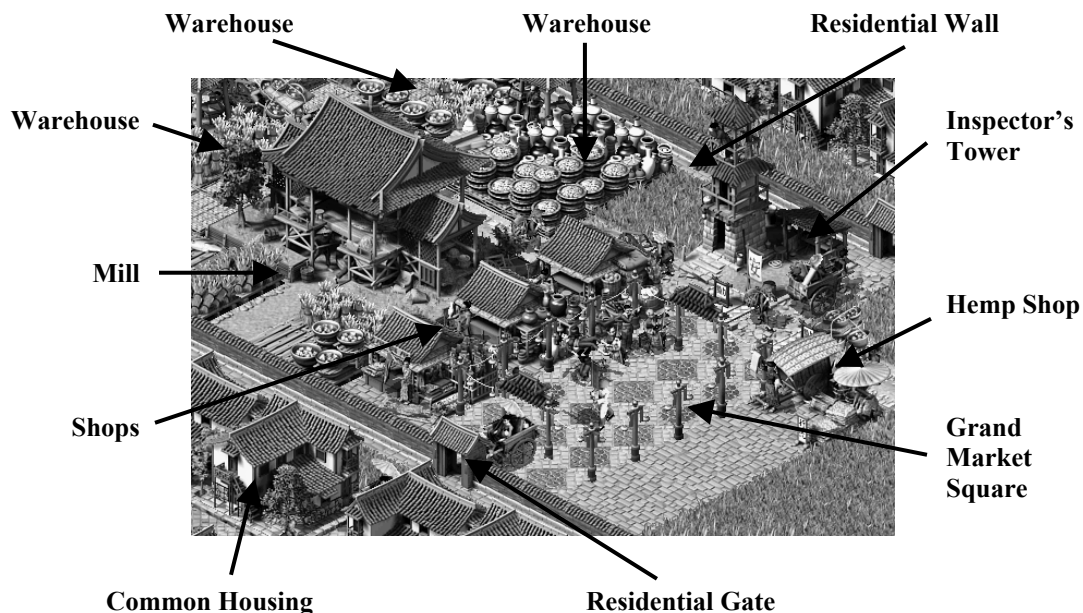


Market Squares: The market square is the flashpoint at which commodities are distributed to your citizens (and where many of your entertainers gather to perform, see p.103). In short, the market square is the cultural center of your

city, providing for both the physical and psychological well-being of your people. There are two types: The common market square, which can hold four shops, and the grand market square, which can hold six. Common market squares are used primarily to support common housing (see p.28), while grand market squares are used primarily to support elite housing. Market squares do not require labor, but the shops you place in them do.

Common Market Square – Common market squares can hold a maximum of four shops, which are usually the following: food, hemp, ceramics, and tea. *For details about each shop, see below.* Once a market is placed in your city, you should immediately build a food shop and (if available in the mission) a hemp shop. This ensures that as soon as food and hemp are available, they will be distributed to the market for final processing and delivery to your citizens. *Other shops can be built later as needed.* A common market square produces two peddlers for commodities distribution, and buyers for each shop. Placement of your common market is very important. It's ideal to place your market near your mills and/or warehouses so your buyers can deliver food/goods to the shops quickly. It's also a good idea to keep (at least) a small buffer zone between the market and your housing. Although it is the cultural center of your city, the amount of noise and activity it produces is disruptive to humble, peaceful family life (i.e., it reduces a neighborhood's "desirability" somewhat, see p.99).

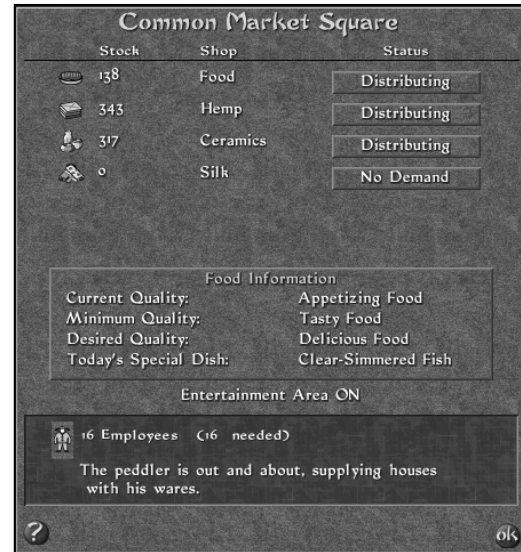
Grand Market Square – Grand market squares can hold up to six shops, and are usually built in elite housing neighborhoods where items such as silk and lacquerware or bronzeware are also needed for housing evolution (see p.31). A grand market square produces three peddlers for commodities distribution, and buyers for each shop. And, like the common market, a grand market should be placed near a neighborhood, but not directly adjacent to the housing. Below is an example of a market district, showing a grand market square, a mill, and several warehouses.



Market District Sample. The sample above shows a nicely designed market district. A grand market square resides in the center, and it has four shops to assist in commodities preparation and distribution. A mill is nearby so the market buyers don't have to travel far for food. Several warehouses sit along the edge to accept silk, ceramics, and anything else the city is currently producing. And an inspector's tower has been placed such that the inspector can monitor and repair all buildings along his route. Notice that this market district is actually in between two residential areas, with access to both through gates. This allows the market square to effectively service both areas, and the residential walls protect the common housing from "devolving" (see p.31) due to the hustle and bustle of the market.

Market Squares and Food Quality (right-click info): During play, you can view and adjust food status and quality levels in your market. Right-click on a market to open the market square dialog, which is divided into three parts. The top part shows which shops

are currently in your market, their stock (in units) and status levels. There are many status levels, including: *no demand*, which means no one in your city currently needs the indicated item; *no supply*, which means there is no nearby supply of this item in the city; and *distributing*, which means that your peddlers are out and about in residential areas delivering the indicated item. You may change an item's status to *not buying* if you wish. For example, if you're waiting for farmhouses to deliver more food types to the mill, you might set the food shop to *not buying* until the mill has all the types you



want. The second part of the dialog provides food quality information. The *current quality* indicates the food quality currently available in the food shop and being distributed; *minimum quality* is the lowest quality of food your buyers are allowed to buy from the mill (i.e., they *will not* buy food of lesser quality); and *desired quality* is the quality your buyers most want to buy from the mill if available (and they will not buy better quality than this). To set a specific "minimum" and "desired" food quality, click on the food type to the right of the indicated category. The reason for changing these settings is to ensure that your food shop does not buy and distribute food of a lesser quality, which may *devolve* your housing. For example, if your current food quality is *plain* but you need *appetizing* food to evolve from spacious dwellings to elegant dwellings, you might set your "minimum" food quality to *appetizing*, thereby forcing your buyers to purchase only food of that quality from the mill. This will ensure that when food is distributed to your citizens, it maintains the proper quality for continued housing evolution. Remember, however, that you must have the right number of food types in your mill in order to reach a certain food quality (see p.48). Your buyers can't buy food of a quality that doesn't exist. Note that the default settings for food quality in common market squares are "minimum-bland" and "desired-appetizing," whereas the default settings for food in grand market squares are "minimum-bland" and "desired-delicious."



Shops: Shops are placed in market squares and require labor. Your shops buy goods from your mills and warehouses, and prepare them for final distribution

to your citizens. There are seven different shops in *Emperor*, each of which performs a specific function. You can place multiples of the same shop in a market square. For example, if there's no tea in the mission, you may want to add a second food shop in its place. Multiple shops of the same type allow the market to have more of that commodity on hand.

Bronzeware Shop – A bronzeware shop distributes bronzeware items, which are needed for *elite housing evolution* (see p.31). Common housing does not require bronzewares.

Ceramics Shop – A ceramics shop distributes ceramic jars and pots, which are needed for housing evolution.

Food Shop – A food shop prepares food for your citizens. This shop is your most important shop. Without food, housing evolution goes nowhere above huts.

Hemp Shop – A hemp shop takes hemp and produces clothing for housing evolution. A hemp shop is your second most important shop.

Lacquerware Shop – A lacquerware shop produces finely lacquered wood items, which are needed for *elite housing evolution*. Common housing does not require lacquerwares.

Silk Shop – A silk shop takes bolts of silk and distributes silk clothing for *elite housing*. Common housing does not require silk.

Tea Shop – A tea shop distributes tea, which is required to achieve the highest levels of housing evolution.

Lacquer- and Bronzeware: *Lacquerware and bronzeware are never available at the same time. Lacquerware replaces bronzeware in later dynasties.*



Warehouse: A warehouse can store all commodities, including food. However, a warehouse is needed especially for storage of non-food commodities since mills can only store food. It's recommended that you build one or more warehouses near your market square to store hemp, ceramics, and the other commodities distributed by the market square. Like the mill, a warehouse has eight storage bays, each of which can hold up to four loads (32 loads total) of the same commodity. Also, you may adjust a warehouse's storage levels just like the mill. And finally, gifts given to you by other cities (see p.73) are stored at warehouses.

2. Establishing Trade

Trading with neighboring cities is a major part of *Emperor*. There comes a time during play that your workers alone cannot fulfill your material needs. You need commodities produced by other cities in order to finish successfully some of the missions.

Furthermore, you are likely to exhaust your treasury unless you establish a trade system that generates profit for your city.



The Empire Map: So, how do you establish a trading partner? First, go to the Empire Map to view the other cities currently in the campaign. Once on the Empire Map, you can establish a variety of different postures (or relationships) with each city.

To begin a relationship with a neighboring city, click on the city itself. This opens the Empire Map Control Panel to the right of the Empire Map, which gives you a variety of details about that city.



Click on City Icon

The top portion of the control panel gives you information about the selected city (what it buys/sells, attitude toward your city, etc.). Exactly how much information is shown is based upon your current relationship with that city. If you have established no contact whatsoever with it, the information is quite thin. Contacting this city increases the information. The more information you have about a city, the better you can deal with it later. The middle and bottom portions give you tools with which to contact a city and begin a relationship. *In this section, we will describe those tools specifically designed to help establish trading partners. The remaining tools are discussed on p.72, as they deal more with governmental actions.*

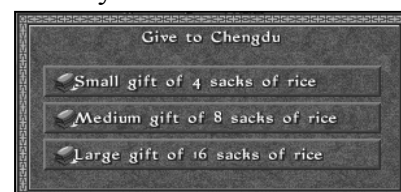


Giving Gifts: Your first step in establishing a good trade relationship with a city is to send it a gift. A gift can be made in goods (such as silk or ceramics) or in cash. Although giving a gift is not mandatory for establishing trade, doing so establishes goodwill which goes a long way in whether or not the city agrees to trade with you. To give a gift...

First select the city you wish to give a gift to. Then, select the "Give a gift to this city" button. This opens a small dialog of choices.



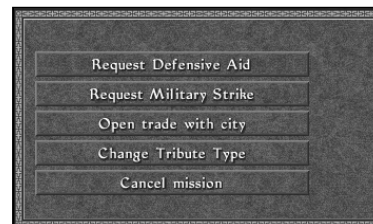
- (1) Select the item you wish to give, and then select the quantity of that gift.
- (2) Your gift is now on its way to the city. The gift is delivered by an emissary (see p.76) who appears in your city and exits the map. It costs some cash to send an emissary, but consider it an investment in your future.
- (3) It takes a while for the gift to actually arrive in the city, but once it does, you'll receive a message indicating that the gift has arrived and the city's response to your gift.
- (4) Almost always, gifts are well-received, even if the city doesn't need the item you've given them. But once you've given a gift (or two), your next step is to send an emissary to that city to ask for trade relations.





Requesting Trade: After sending a gift to a city you wish to trade with, the next step is to send an emissary to ask for a trade relationship. To do this,

- (1) First select the city you wish to trade with.
- (2) Then, select the “Send Diplomatic Request” button. This opens a small dialog of choices.
- (3) On this dialog, select the “Open trade with city” button.
- (4) An emissary from your city now travels to that city with a request to establish trade relations.
- (5) It takes awhile for the request to be received by the city, but once it does, you’ll receive a message indicating that trade is (or is not) accepted.
- (6) If trade is accepted, you must now build a trading station (or trading quay, see below), which will handle imports and exports for that city. If the trade request is declined, then send additional gifts later until the city accepts your offer.



Trade Lines: Once trade is established, the Empire Map updates with dotted lines drawn from your city to cities with which you’ve established trade. Orange trade routes are over-land; blue trade routes are over-water. In some missions, trade lines may already exist between your city and others, in which case you don’t need to send an open-trade request to them. In other cases, if a city feels favorable toward you, it may send an open-trade request on its own initiative, in which case all you have to do is accept the offer.



3. Building Trading Stations and Quays

Once trade has been established, you must build a trading station (or trading quay) to handle the imports/exports for that city. For each trading partner, you must build a separate station or quay. A trading station is used for over-land trade routes; a trading quay is used for water routes.



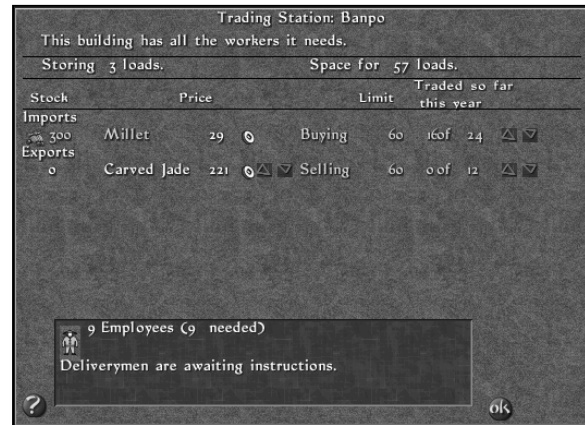
Trading Stations: Trading stations look and function much like warehouses, but they are bigger: 15 storage bays, each of which can hold up to four loads (60 loads total) of commodities. Each trading caravan that visits the station can buy up to 8 loads and sell up to 8 loads.

Importing/Exporting Goods (right-click info): Once your trading station is fully staffed, it’s time to determine which commodities you will import and export. To do so, right-click on the trading station to open the import/export dialog.

At the top of the Trading Station dialog, the city that that trading station supports is listed. *Each trading partner needs its own trading station/quay.* Below that, the items you are capable of importing/exporting are listed. To get trade started, you must indicate which items you are buying by setting that status for each item listed under “imports” (i.e., from “not buying” to “buying”). You must also indicate which items you are selling by setting

that status for each item listed under “exports.” You can also set specific prices for your export items by increasing/decreasing their sell prices (**Note:** If the price you’ve set turns the number red, that means the price has angered your trading partner, and he won’t buy the item until you lower the price). *You can never adjust the buy prices for imports.* Finally, you can adjust how much the trade building should store of a particular item by adjusting the item’s

“limit” value. For example, if you were buying millet but didn’t want to store too much at the trade building, you could reduce the limit to, say, 12. This tells the trading station to store no more than 12 units of that item. You can also set a stock limit for your exports. You may wish to do this to preserve stock for your city or for other trade partners.



Computer-controlled cities have specific “needs” and “produces,” so you’ll only be able to sell to them what they want, or buy from them (or not buy) what they produce. However, other player cities (in multiplayer games) can sell or buy whatever they want, up to four types for each.

Remember that items you’re buying (importing) cost money. If you don’t set a reasonable purchase limit, you may run deficits, which are very bad in the long run (see p.70). You also want to set a reasonable price on your exports. It’s economically wise to sell items at a higher price than those items you’re buying, but be careful. Setting a very high price may trigger your trading partner to lose favor with you, stop trading, and/or raise its own prices in retaliation. If an import price number turns red, that means the price exceeds the *maximum price pay* you set in the commerce ministry full report – see p.56. You may want to visit that dialog to change how much you’re willing to pay for the commodity.



Trading Quays: Trading routes over water require trading quays. Trading quays are exactly the same as trading stations, but they must be built alongside a main waterway. Each trading junk that visits the quay may buy up to 12 loads and sell up to 12 loads.

4. Tips on Building an Effective Distribution and Trade System

- Make sure inspectors from inspector's towers (see p.97) provide your commerce buildings adequate coverage against hazards. Nothing feels quite as bad as losing a building full of stored goods because you forgot to have an inspector nearby.
- To increase the efficiency of deliverymen, set a warehouse to handle only one or two commodities; otherwise, the deliverymen will be pulled in too many directions. To do this, click on the global "x" button (see p.60) to quickly set its status to "Don't Accept" for everything, then set the status for one or two commodity types to "Accept" or "Get."
- To maximize storage space, set storage limits in increments of 4 loads.
- If you build a warehouse too far from the industry building it receives goods from, the deliveryman from the industry building will spend a long time on the road. If he's not back by the time the next product is finished, production will halt until he arrives. This slows overall production. Therefore, build the warehouse within convenient reach of the deliveryman.
- If you store goods required by the market square too far from it, it may be "too distant" for the buyers. Or, if they can still reach it, they will spend a long time on the road, and the shops may run out of goods before the buyers return with fresh supplies.
- Send emissaries to discover what other cities need and produce, then form your trade plan: Does someone need a commodity you're producing? Can you import a commodity and use it to make a finished good that you then sell to another city for profit (for example, import jade to make carved jade)? You don't need to trade with every other city, just the ones that offer the most lucrative way to increase your treasury.
- If you start the mission with an existing trade partner who sells food or hemp, start buying some of these to spurt your city's growth until your own food and hemp production gets running smoothly.
- As soon as your first citizens move in, send emissaries to open trade with neighboring cities. There may be some cities early in the mission who will accept your offer even without being primed by gifts.



G. Municipal Functions

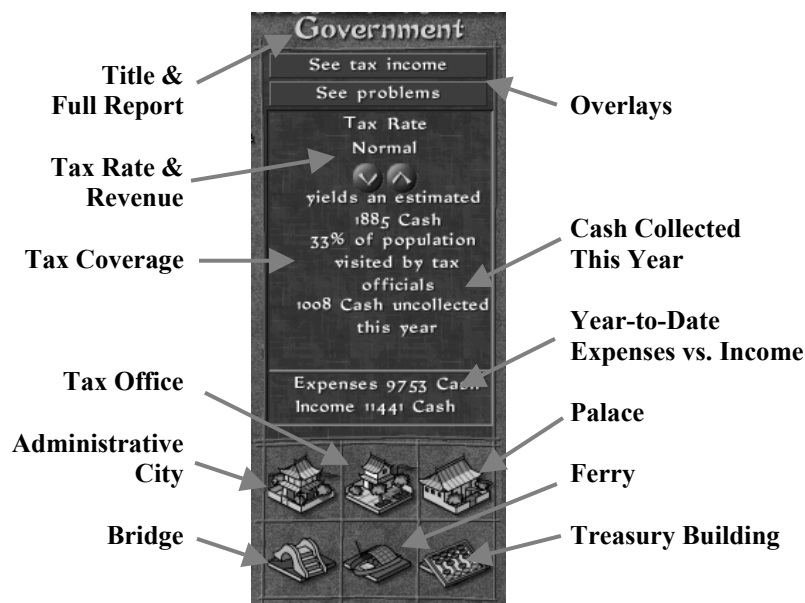
Your citizens have many expectations of their city. They expect to feel safe from outlaws (see p.97) and to have their homes protected from fire. They expect city officials to beautify surroundings by planting gardens, improving roads and erecting statues.

These benefits, however, do come at a price, and the government expects something in return: taxes. While money (or cash) earned from exporting commodities will likely be the city's primary source of income, tax money nevertheless is an important contributor to a city's coffers.

In addition to levying taxes, the government is also responsible for protecting the citizenry by raising and training an army. Without a government, you cannot have a military (see p.109).

1. Leading the People (The Government Ministry)

The Government Ministry is responsible for gathering taxes, minting coins, printing money, and for maintaining an army.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about your city's finances appear. The top portion of the dialog details your incoming revenue and compares your current status with last year's yield. The bottom portion of the dialog details your expenses. It's always good to have more income than expenses, or (at least) a balance between the two.

See Tax Income Overlay: This button toggles on tax revenue pillars, which are displayed next to houses. The higher the pillar, the more recently tax has been collected from that house. Houses without a pillar are not being taxed; meaning, your tax official has not recently passed by that house. The stack of coins at the base of the pillar

represents how much cash has been collected from the house this year (to see the exact amount of tax collected, right-click on the house to open its information panel).

See Problems Overlay: This button toggles on a display of problems associated with various buildings in your city.

Tax Rate and Revenue: This area shows you the current tax rate level (normal, high, very high, etc.) and the amount of cash earned based on the current tax rate. This earnings level is

recalculated each month. A tax rate set to the highest level (outrageous) generates about twice as much revenue as the normal setting; a tax rate set at the lowest (very low) generates about a third as much revenue as the normal setting. However, the higher you set the tax rate, the less popular you are with the residents.

Percentage of Population Visited by Tax Officials: This area shows the percentage of your citizenry that has been visited by a tax official. If the percentage is low, this indicates your tax office is in a poor location (i.e., too far from residential areas), or that your road system through those residential areas needs improvement (i.e., your tax official is wandering into other areas), or your tax office needs supplies of paper or wood (see below). When the tax income overlay is on, the overview map at the bottom right corner of the screen shows in green those houses recently visited by tax officials, and in red those houses that have not been recently visited.

Cash Uncollected This Year: This area shows you how much tax has gone uncollected this year because tax officials did not visit the houses.

Year-to-Date Expenses vs. Income: This area shows you the year-to-date expenses versus income. Naturally, if your expenses are higher than your income, then you'll eventually fall into debt (see below).

City Finances		
	Last year	So far this year
Income		
Taxes in	2026	1702
Exports	10090	9620
Gifts received	0	0
Coins minted/Money printed	0	0
Tribute Received	0	0
Total Income	12116	11322
Expenses		
Import costs	3076	2026
Wages	6821	5705
Construction	167	61
Bribes/Tribute paid	0	0
Gifts and aid given	500	700
Festivals	700	700
Total Expenses	10064	9192
Net in/out flow	2052	2130
Balance	54331	56461



Administrative City: An administrative city is a large complex whose bureaucratic employees oversee (or manage) other services in your city.

You may have only one administrative city, and it can be built on any clear terrain. It requires labor but does not generate a walker.

"Govern a family as you would cook a small fish -- very gently."
-- Chinese Proverb

Before you can build *mints*, *money printers*, *tax offices*, and *military forts*, you must have a staffed administrative city. That means there must be some employees in the building (you can view the number of employees the administrative city has by right-clicking on it, see p.8). When the administrative city is fully staffed, tax officials can collect taxes normally. When it is under-staffed, tax officials collect fewer taxes (see below).



Tax Office: As stated above, you must have a *functioning* administrative city with one or more workers before you can place tax offices. A tax office needs labor and road “access” to function, but it doesn’t need to be placed adjacent to the administrative city (although it must be placed within the residential area). If your administrative city is destroyed or has no labor, then the tax office automatically stops functioning. A tax office also needs deliveries of wood (pre-paper age missions that start before 100 CE) or paper (paper age missions that start on 100 CE or after) to function. A tax office *must* use paper if there is any paper in the empire (i.e., wood is not a substitute for paper during the paper age). A tax office with paper generates two tax officials instead of one.

Collecting Taxes: A functioning tax office generates a tax official that roams your residential sections collecting taxes. At the beginning of each month, tax money collected the previous month is added to your total cash in the treasury.

“A horse cannot gain weight if not fed with extra fodder during the night; a man cannot become wealthy without earnings apart from his regular salaries.”

-- Chinese Proverb

The amount of tax collected is based upon the current tax rate, which can be adjusted using the tax rate buttons on the Government Ministry display (see above). Tax collection has a negative impact on popularity. Furthermore, the actual tax rate can be modified by a number of factors:

Housing Appeal – Houses in highly desirable (appealing) areas pay more taxes than houses in less desirable areas. To see which houses are in high appeal areas, use the appeal overlay function in the Aesthetics Ministry (see p.98).

Housing Level – Elite houses pay more taxes than common houses. Also, more evolved houses in each category pay a higher tax rate. For example, spacious cottages pay more taxes than plain cottages.

Understaffed Administrative City – An understaffed administrative city hinders tax collection (it simply does not have the manpower to handle the tax rolls efficiently). A fully staffed administrative city allows tax officials to collect taxes at the current rate.

Confucius Effect – If Confucius is currently in your city (see p.83), you get extra revenue from taxes without any additional penalty to your popularity.

Falling Into Debt: One reason for collecting taxes is to ensure that you do not go into debt through excessive spending. Naturally, going into debt can cause some problems. You can go up to 2,000 cash in debt (displayed as -2000 cash on the menu bar, see p.15), but prolonged debt negatively affects your popularity. Once the debt limit is reached, you can no longer build, import, or otherwise spend cash. Wages continue to drain the treasury. And finally, you cannot fulfill requests for money (see p.73) unless you have a positive balance. If your city is in debt for 36 continuous months, you lose the mission.



Palace: A city can have only one palace, and at least one of the palace’s tiles must be built over underground water (the building is assumed to have a well for water supply). A palace requires labor but does not generate a walker. A

palace is not required for taxation—the administrative city serves that function. Not every city can have a palace, but a palace has a generous desirability effect on the surrounding area, and it allows you to have a menagerie (see below) and to build an additional military fort above your current limit.

The Palace Menagerie: Historically, many of the Chinese emperors kept personal menageries on their palace grounds. In this menagerie, exotic animals (some native to China, some from distant lands) wandered freely. To represent this, a portion of each palace is devoted to a menagerie. Devoid of animals, the area looks like a fancy palace garden, including fancy trees and a pond.

Menagerie Goals: Certain missions, such as in the last mission of the Shang Dynasty Campaign (“A Tomb for Lady Hao”), require that you fill the menagerie with different animals, including those only available from other cities. Once captured, an animal stays “in” the menagerie area of the palace and, under normal circumstances, never leaves it (*see below for exceptions*). The normal “rules” for animals no longer apply to that particular creature (i.e., it never attacks, hunts, or wanders away). Each animal in the menagerie represents a family of those creatures. There is no gain for collecting multiples of the same animal type.

Obtaining Animals: You may offer an animal as a gift to another city if you have that animal type in your menagerie. Giving an animal away as a gift does not, however, subtract it from your menagerie (in effect, you give its offspring away). Likewise, you may receive or request an animal as a gift from another city, which is then added to your menagerie. The other method of acquiring animals for the menagerie is through their capture by heroes (see below). *A menagerie animal requires no food to maintain and never dies as long as it stays in the menagerie.*

Animal Escape: If a palace is destroyed, or if it has very few employees, its animals may “escape.” When this happens, some or all animal types that were in the menagerie escape the palace grounds and begin freely wandering the city. Escaped animals that do not belong in that city’s climate (see p.22), or that cannot reach a group of animals of their type, will try to exit the map by the closest edge (or, for the alligator and salamander which are water creatures, they “exit” by reaching the closest water location).



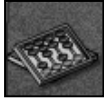
Bridge: A bridge is placed across a waterway, usually to connect roads, and the program chooses the appropriate size bridge automatically when you attempt to place the bridge. If the waterway is too wide, a bridge cannot be placed. Fishing rafts, sampans and trading junks may pass under bridges in navigable water.



Ferry: Ferries can be used to cross wide water obstacles. Each ferry has partnered landings, one on each side of a river. When building a ferry, hover the ferry footprint over a viable location on the water’s edge. If it’s an appropriate spot, a green footprint appears on that shore as well as on all matching landing sites on the opposite shore that are within range. In this way, there is some leeway in the exact placement of the second landing (they don’t have to be exactly across from each other). When you place the first landing, a warning message appears asking you to place the

other ferry landing. If you fail to place the second, then the first landing disappears and the entire ferry-build action is canceled. *Ferries do not need labor to function.*

Using the Ferry: All walkers (see p.34), including enemies, outlaws, friendly military troops, heroes, immigrants, emigrants, and vagrants may use ferry crossings. For example, the immigrant walks to the ferry landing, disappears into a ferry sampan, the sampan crosses to the other landing, and then the immigrant appears at that landing and the sampan disappears. *Prey and predators never use ferries.*



Treasury: Another way your government can earn revenue is through treasury buildings. Treasury buildings include the mint and money printer.

Mint – The mint must be built next to a road and on clear terrain. You may only have one mint in your city, and it requires labor. Miners from the mint go to copper-ore sites to gather copper-ore, which the mint then turns into strings of cash for your treasury. Furthermore, when you have a mint, your cash revenues from trade are automatically increased (the use of coins facilitates trade).

Money Printer – The money printer is only available during the paper age (roughly any time after 100 CE, when paper is available in the empire). You may only have one money printer in your city (though you may have both a mint and a money printer). It must be built next to a road, and it requires labor and a supply of paper, which it converts into money for the treasury. Like the mint, a money printer also increases your trade revenues automatically.

2. Establishing Relations with Other Cities (The Empire Map)



In addition to establishing trade with other cities (see p.63), you may also use the Empire map and its various tools to demand goods and/or cash from other cities, fulfill requests, negotiate alliances, send spies, etc. To open the Empire Map, select the Empire button in the bottom right-hand corner of the main game screen.

To establish relations with other cities, first select the desired city. This refreshes the right panel of the screen and provides details about that city (what it has in terms of goods, what it needs, etc.). Information on some cities will be readily available; others, however, will be completely closed, and you'll need to establish some form of relationship with them to get that information. Some missions require that you establish trade with another city, while others will require that you conquer another city or ally with one. After selecting the city, choose one of the following commands:





Demand Goods or Cash: Select this option to demand either goods or cash from the selected city. You may wish to do this if you're desperate and need something quick. Don't be surprised, however, if such a demand is rejected. There's always some form of political repercussion, even if the city meets your demand. You certainly don't want to make a demand from a city that you have a good trade relationship with ... unless, of course, you don't mind souring that relationship.



Fulfill City's Request: Select this option to fulfill a request from the selected city. How this works is that during play you'll receive a message from the city making the request. At that point, you can either accept or decline the request. If you have the requested item in stock, you can immediately dispatch (i.e., send) it and the matter is closed and your favor with that city is improved. If, however, you decline, you still have a certain amount of time to fulfill the request (usually a number of months; the message tells you exactly how much time). If you allow the time to elapse, then the request is not fulfilled. An unfulfilled request (or a request fulfilled late) damages your favor with that city. See p.77 for details.



Give Gift to City: Select this option to give a gift to the selected city. The benefits for giving gifts to a city is detailed on p.64. But in short, a good reason to give a gift is to begin the process of opening trade or forming an alliance with the selected city. A city likes gifts, but multiple gifts in one year has much less impact on favor than a steady flow of gifts spaced over many years.



Conquer City: Select this option to invade and (hopefully) conquer the selected city. A conquered city becomes your "vassal" and pays an annual tribute to you. For details about how to conduct invasions, see p.117.



Train a Spy: Select this option to send a spy. It costs 600-800 cash to send a spy. A spy will leave your city and go to the selected city to perform various activities, such as gather information or conduct sabotage. Gathering information may provide clues and advance warnings about what the selected city is up to, what it has in terms of goods/services, and also gives you access to the spy map if you choose that option (but the spy map is only available against another player's city; see below). A spy on a mission of sabotage will attack and attempt to destroy military, industrial, housing, or food supply targets. If you can't make up your mind, you can select the option of "random" which tells the game to select for you. Selecting a spy for sabotage operations is a dicey matter. If your spy is caught (see below), you can lose favor with the city in question. You can have up to three spies operating against each city. To retire a spy, click on his icon on the Empire Map and then click the "retire" button in the control panel. Saboteurs in a player's city adopt disguises and destroy buildings and goods. Sabotaging a computer-controlled city can affect its military and trade as follows:

Sabotage Category	Effect on computer-controlled city
Military	Slows the city's army growth
Industry	Can increase the number of goods it is willing to buy
Housing	Can increase the maximum price it will pay for some trade items
Food Supply	Can increase the amount of foods it is willing to buy

Keep in mind you're not the only spy master. Spies can be sent against your city, too, so build watchtowers and have guards patrolling the streets if you have many enemies.



Send Diplomatic Request: Select this option to send an emissary to open trade and/or form an alliance with the selected city. Establishing trade with a city is covered on page 63. Forming an alliance with the selected city automatically opens trade with that city; therefore, it isn't necessary to make a separate request for trade. An alliance with another city is mutually beneficial. An ally who favors you enough can come to your aid militarily (defensively or by striking another rival). If the selected city is your vassal, you can also exercise an option to change the type of tribute it pays you, but you can't change it more than once a year.



Consult Spy Map – Multiplayer Only: Select this option to view the spy map of the selected player city in multiplayer sessions. *You can never view the spy map of a computer-controlled city.* Regardless of game type, you can always view the spy map of your own city. The spy map is basically a larger version of the overview map (see p.19). It provides a bird's eye view of the city (where the housing is located, the industries, etc). Right-clicking on a spy map gives you information about the spot you clicked, and if you right click on a warehouse (see p.63) you can see exactly which items are currently being stored there. The spy map is only available if you've sent a spy to another player city to gather information, or if you've formed an alliance with that player city. The spy map can also be used when planning an invasion of the city (see p.117).



Break Alliance: Select this option to break an alliance with the selected city. Of course, this option is only available if you have an alliance with the city. The reason you might wish to break an alliance with a city is if, after benefiting from the alliance for a certain amount of time, you wish to conquer the city. You can never attack an ally – you must first break the alliance.

Other Icons/Displays on the Empire Map

In addition to the diplomatic functions detailed above, there are other icons/displays on the Empire Map worth noting. They are...

Control Panel City Icons: The upper right-hand corner of the Empire Map Control Panel shows an icon of the city you've selected. This icon indicates the climatic region of that city.



A city in an *arid region* is displayed with a light tan and sandy base.

A city in a *temperate region* is displayed with a light green base.



A city in a *humid region* is displayed with a dark green base, and has more foliage in the background.

The city icon not only identifies the climate under which that city resides, but it's also a tip-off of the kinds of animals (see p.47) present in that area (which is good to know if you're wanting to make request gifts of animals from a city).

On-Map City Icons: Cities are also displayed on the map in various ways.



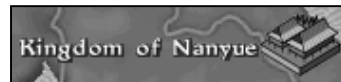
A city with *fortifications* (containing city walls, gates – see p.112) is displayed with walls surrounding the buildings.

An *unfortified* city (without city walls, gates, etc.) is displayed *without* walls.



A *distant* city is displayed as a compass symbol, such as with Kashgar in the sample to the left. Only trade is possible with distant cities.

A *foreign* city (i.e., a non-Chinese city) is displayed on an elevated wood-like base, and has the name of the foreign power or kingdom that owns it.



A *Chinese* city is displayed as a regular city, although smaller in scale than your city icon.

Your city is displayed as a regular Chinese city, but slightly larger than other cities, and also elevated on a wood-like base.



In addition to the city icons shown above, there are other (and smaller) icons appearing around the city. They include the following:



The number of *shields* indicates how large a military force the city has. The more shields, the greater the city's military power.



The *coins* stacked by the city indicate how strong its economy is. And if the city can trade with you (see p.63), you'll see a route drawn to your city. Water routes are shown in blue, land routes in orange.

If the city is *rebellious*, you'll see a flickering flame above its icon.



Your relationship with each city is also indicated on the map by *flags/banners*. The city you are currently governing, whether it is your city or a vassal, displays a large square banner. Your vassals each fly a smaller version of this standard. Your allies fly a triangular pendent, while rivals and distant cities don't display any banners.

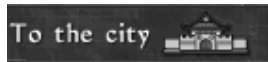
Destroyed City: If a city has been tragically destroyed, it no longer appears on the map.



Armies, Spies, Emissaries: If there are armies on the move, you'll see them on the map. In addition, if emissaries and spies are out and about, you'll see them on the map, too. Clicking on one of these icons displays brief information about it. In the case of your spy, it also displays a “retire spy” icon.

Cycling Through Cities: To cycle through the cities on the Empire Map, click on the arrows that are to the right and left of the City History button (see p.77).

Miscellaneous Displays and Controls



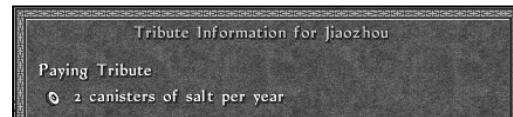
Return to City: To return to your city, click on the “To the city” button.



Orders Button: Selecting the Orders button allows you to view the trade building assigned to handle imports/exports from the selected city. Once on this dialog, you may make adjustments as needed (see p.66).



Give Tribute: Selecting this button allows you to see the amount and kind of tribute you are Paying to or Receiving from the selected city. You pay tribute to an overlord, and collect tribute from vassals.



3. Receiving Emissaries from Other Cities



When you select one of the above diplomatic options, an emissary is generated (at a small cost of cash) and sent to the selected city. When other cities send emissaries to you, you'll receive a message during play indicating that an emissary has arrived and is requesting access to your city. At this point, you have the option of refusing the emissary, accepting him, or executing him. The option you pick depends upon your current relationship with the emissary's city. Refusing an emissary may cause you to lose favor with that city; executing him will do even more damage, but sends an unmistakable message to that city! Accepting him is often the most valuable option, since he may be there to open a trade agreement, offer a gift, request an alliance, etc. If one of your own emissaries is executed, it will cost more to send the next one.

Preventing Sabotage: Once a spy enters your city, you won't know if he's conducting sabotage until he strikes. Spies in your city adopt one of many disguises. If you right-click on an enemy spy in your city, he stops his current action, but you have not removed him from your city. He will be back in action soon enough. However, if one of your guards (see p.98) detects him, the guard may be able to capture or kill the spy. If you capture him, you might be able to “reverse” him (i.e., buy his loyalty and send him back to spy on the city he came from). Certain heroes may also stop spies (see p.81).

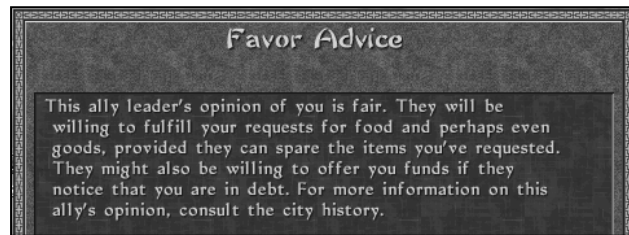
4. Favor

Every decision you make when dealing with another city affects how favorably that city views *your* city.

Giving gifts to a city, lowering your export prices, and fulfilling requests on time improve your favor with that city; making demands, attacking, raising your export prices, executing its emissaries, sending spies who are caught, or not fulfilling a request on time, adjust favor down. Click on the “city history” button to see your history of events with the selected city.



Click on the “favor” button for an explanation of that city’s current favor to you. The diplomatic goal in *Emperor* is to maintain good relations with friendly cities, conducting trade for mutual profit, and perhaps create alliances to help protect each other from enemies. When favor is high enough, you can ask an ally to provide military help, or you can invite a vassal into an alliance. Oftentimes, there is a powerful non-Chinese enemy determined to destroy you; and just as frequently, there is division within China itself as different factions fight for overall control of the empire. Therefore, always consider your overall strategic objectives when making diplomatic decisions.



5. Tips on Building an Effective Government

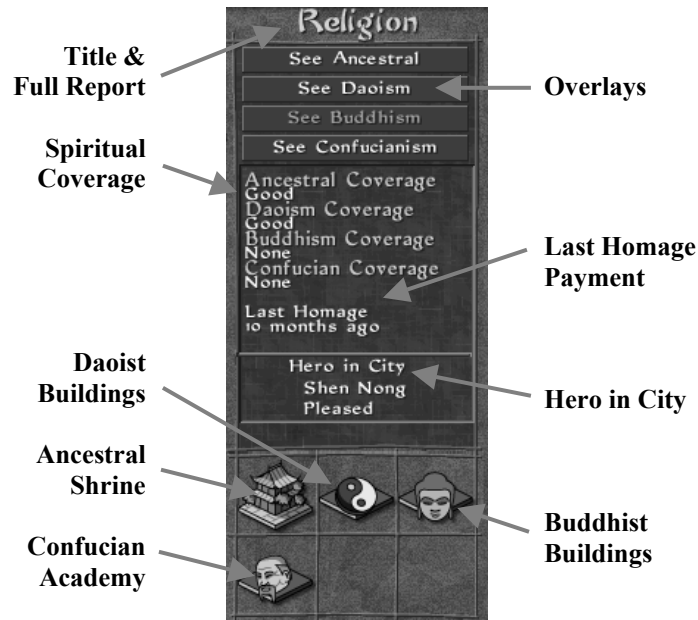
- If available, build an administrative city when you're ready to start taxing your citizens.
- Although taxes are unpopular with the people, they provide a modest source of income. You'll first need to establish logging sheds (in pre-paper era) or paper makers (in paper era) to support your tax offices.
- Build a mint and/or money printer if available, as they not only put money into your treasury, they also make trading more profitable.
- Prolonged debt will lead to mission loss. Look at the Government Ministry full report (see p.68) to see where you're losing money or neglecting to earn money. If another city is friendly towards you, try asking it for cash. This will hurt your favor with that city, but the cash might get you through until you can make your own economy profitable.
- Soon after you start a mission, look at the Empire Map to see how many cities are out there. Sometimes you'll start with established relationships. Other times, you'll need to send emissaries to conduct diplomacy.
- When sending gifts to a computer-controlled city, it most appreciates commodities that it wants to buy ("needs"), and least appreciates commodities that it is willing to sell ("produces"). It also appreciates expensive items more than cheap ones.
- A computer-controlled city thinks less of a cash gift when you have a full treasury (especially over 20,000 cash).
- Sending multiple gifts in a year to a computer-controlled city has much less effect on favor than sending occasional gifts over the course of many years.
- Although spies are more expensive to send than emissaries, a spy gathering information at a computer-controlled city can be quite useful, as can a spy collecting a map and information at another player's city.
- Retire spies in a city that has recently become your ally to avoid upsetting that city.
- Sabotage your enemy's military to weaken it.
- If you're trading with a computer-controlled rival, you might sabotage its industry, housing or food supply to manipulate how many goods it needs and what it is willing to pay for those goods.

H. Religion and the Gods

Religion and spirituality have played important roles in Chinese society throughout history, and therefore they are important elements in *Emperor*.

1. Praising the Ancestors (The Religion Ministry)

The Religion Ministry is responsible for the spiritual needs of your city.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, you can view the homage dialog that shows your city's heroes (see p.81).

Overlays: These overlays work the same. Each one that you select highlights all buildings associated with that religion, in addition to showing the housing that has "access" to that religion.

Spiritual Coverage: This area shows you (in broad terms) just how well the various spiritual movements are being distributed throughout your city. The better the spiritual coverage, the more effective your offerings to those heroes will be. If a certain religion is not available in the mission you are playing, then there will be no coverage given for that religion. This is perfectly fine, as the missions are designed to provide you exactly what type of religion you need to survive. *Confucianism is only required by elite housing.*

Last Homage Offering: An homage offering represents a respectful gift you give from time to time to heroes. This area shows you when the last homage was paid to any hero. Homage should be paid to a hero when you want him/her to visit your city, or when you want to avoid an ancestor's anger. But homage can't be offered more than once a month.

Hero in City: This area shows you if there is a hero currently walking around in your city. Click on the hero's name, and the city map will center on him or her.



Ancestral Shrine: An ancestral shrine generates diviner walkers that provide ancestor worship to housing. Three heroes are associated with the shrine: Nu Wa, Sheng Nong, and Huang Di.



Daoist Buildings: Lao Zi (6th century BCE) is credited with writing the *Dao De Jing*, which contains the basic principles and philosophies of Daoism. Daoism emphasizes the balancing principles of yin and yang, and the search for longevity and serenity.

Daoist Shrine – A Daoist shrine generates a priest walker who teaches the philosophies of Daoism.

Daoist Temple – A Daoist temple generates two priest walkers. You *must* have a temple in your city before a Daoist hero can be summoned (see below). Three heroes are associated with the temple: Xi Wang Mu, Zao Jun, and Guan Di.



Buddhist Buildings: Buddhism was an important religion introduced from India in the 2nd century CE. For purposes of housing evolution, Buddhism serves as an alternative to Daoism.

Buddhist Shrine – A Buddhist shrine generates a monk walker who teaches Buddhism.

Buddhist Pagoda – A Buddhist pagoda generates two monk walkers. You *must* have a pagoda in your city before a Buddhist hero can be summoned. Three heroes are associated with the pagoda: Guan Yin, Bodhidharma, and Sun Wu Kong.



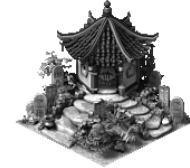
Confucian Academy: Confucius (Master Kong) lived from 551-479 BCE. *The Analects* were written soon after his death and record many of his sayings. From the Han dynasty onward, officials studied Confucian classics and applied its moral code to government. Candidates to officialdom had to study and practice many years for any chance of success in passing the imperial exams, which required lengthy memorization of the classics. Confucianism eventually grew from a philosophy into a religion. For game purposes, Confucianism is one of the ways to generate heroes, which gives it equivalency to a religion. However, it also represents the education enjoyed by the elite class, and Confucian walkers only serve elite housing. There are no Confucian shrines. Three heroes are associated with the academy: Confucius, Sun Tzu, and Mencius. In addition, the Daoist hero Guan Di can “bless” an academy.

The Confucian academy is a requirement for elite housing evolution (see p.31) and generates a scholar walker. The academy also requires deliveries of *wood* (pre-paper age missions that start before 100 CE) or *paper* (paper age missions starting on or after 100 CE) to produce scholar walkers. It can store up to 400 units of either wood or paper (depending on the time period). The academy *must* use paper if there is any paper in the empire (i.e., wood is not a substitute for paper during the paper age). When supplied with paper, the academy generates two scholars instead of one.

2. Gods Among Us – The Heroes of China

Heroes in *Emperor* represent immortal figures from Chinese mythology as well as pivotal historical persons who played a key role in the development of China's religions and philosophies. A hero visits the city when you make sufficient homage offerings and provide religion access to your residents. Each hero provides benefits to the city depending on his/her realm of supernatural influence. A hero is a “temporary” walker who departs when his/her homage rating falls below a certain threshold.

Ancestral Heroes: Ancestral heroes are affiliated with ancestral shrines.



Nu Wa – The Creator Goddess



Nu Wa created people from clay and often came to the world's rescue (in one story, she mended the hole torn in the sky). When active in the city, she halves the building cost of clay pits, hunter's tents, fishing quays, music schools, irrigation pumps, irrigation ditches, and inspector's towers. She functions like a diviner walker, musician walker and inspector walker. In addition, Nu Wa can “bless” (see below) an inspector's tower (evolving it), clay pit, hunter's tent or fishing quay (increasing production). She also halves the chance of enemy troops setting fire to buildings, and she can capture animals for the palace menagerie.

Shen Nong – The Divine Farmer



Shen Nong is one of the nobles in Chinese mythology. He taught the people all about agriculture and the medicinal value of herbs. When active in the city, Shen Nong halves the building cost of fields, farmhouses, hemp farms, herbalist's stalls, market squares, food shops and mills. He increases the growth of each field tile within three tiles of the farmhouses and hemp farms he blesses, and he satisfies any food requests made by computer-controlled cities. Shen Nong also functions like a diviner walker and an herbalist walker.

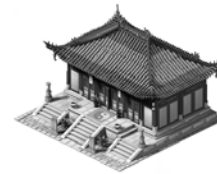
Huang Di – The Yellow Emperor



Huang Di is one of the legendary Chinese emperors. He was a great military leader, and he and his wife are credited with many inventions. When active in the city, Huang Di halves the building cost of kilns, silkworm sheds, weavers, mulberry tree orchards, acupuncturist's clinics, and chariot forts (see p.110). He satisfies any ceramics request made by computer-controlled cities, and functions like a diviner walker and an acupuncturist walker. Huang Di can bless a kiln or silkworm shed (increasing production), and he adds ceramics to a house every time he walks past it. In addition, he helps the morale of chariot companies, and he can fight enemies, both at home and abroad.

IMPORTANT: In addition to the benefits a hero brings to your city, Ancestral heroes are distinct in having the ability to summon natural disasters if they become angry. They become angry when you don't pay them enough homage. See p.84 for details.

Daoist Heroes: Daoist heroes are affiliated with Daoist temples.



Xi Wang Mu – Queen Mother of the West



Xi Wang Mu lives in a spectacular jade palace, grows magical peaches that ripen every 3,000 years, and is the source of immortality. She is the highest goddess in the Daoist pantheon, and the embodiment of Yin. When active in the city, Xi Wang Mu halves the building cost of carpenters', masons', and ceramists' guilds (see p.91), jade carver's studios (see p.53) and aesthetic sculptures (see p.99). She can also bless a jade carver's studio (filling it with raw jade), capture animals for the menagerie, and reduce monument construction time. Xi Wang Mu functions like a priest walker.

Zao Jun – The Kitchen God



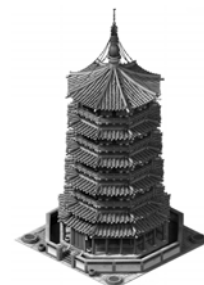
Zao Jun makes annual reports to Heaven on the household. Families honor the Kitchen God throughout the year but especially at New Year's when he is supposed to ascend to Heaven and make his report (families offer him sticky sweets for the journey). When active in the city, Zao Jun halves the building cost of houses and food shops. Zao Jun can bless a food shop, increasing its food quality by one level (e.g., bland food becomes plain, etc.), and the cost of the New Year's Festival (see p.104) is free when he is active. Furthermore, he delivers delicious food (see p.48) to every house he passes, and he functions like a priest walker.

Guan Di – The God of War



Guan Di was a famous general during the Three Kingdoms period who was captured and executed in 220 CE. He was venerated as a Daoist god hundreds of years later. At an early point in his life, Guan Di was a bean curd seller, so he's considered their patron. He also memorized some of the Confucian classics. Statues of Guan Di are used to guard buildings against intruders. When active in the city, Guan Di halves the building cost of all forts, weaponsmiths and watchtowers. He functions like a guard and scholar walker in addition to being a Daoist priest. Guan Di can bless a mill or warehouse with Bean Curd, and he can bless a Confucian academy or fort with the goods it needs. He can fight enemies at home and abroad, and he helps the morale of cavalry companies. Lastly, when he is active, the only outlaws that can be spawned in your city are beggars.

Buddhist Heroes: Buddhist heroes are affiliated with Buddhist pagodas.



Guan Yin – The Goddess of Mercy



As a bodhisattva, Guan Yin is the greatest Buddhist deity in China. She is revered as a hearer of prayers and a protector of children. When active in the city, Guan Yin halves the building cost of wells, gardens, flowering trees, wayside pavilions, ponds, Tai Chi parks and private gardens. She functions like a water carrier and Buddhist monk, and she can bless a well (evolving it) and houses, which lowers the unrest level. Guan Yin also

increases city health. Finally, she halves how much it costs for you to bribe invaders away, and how much you pay in tribute to an overlord.

Bodhidharma – The Kung Fu Monk



Bodhidharma was the 28th Patriarch from Buddha and the 1st Patriarch in China. He arrived in China circa 520 CE and met with Emperor Wu. Credited with teaching the Shaolin monastery monks the art of kung fu, he supposedly cut off his eyelids so he could meditate longer, and from them the tea plant was created. When active in the city, he halves the building cost of tea curing sheds, tea shops, tea bushes, and watchtowers. He functions like a Buddhist monk and guard walker, and he can bless a watchtower (evolving it). Bodhidharma can fight enemies at home *but not abroad*. He delivers tea to every house he walks past, and he can bless a tea curing shed (increasing production). Lastly, he automatically satisfies any computer-controlled city's request for tea.

Sun Wu Kong – The Monkey King



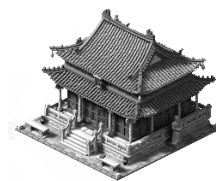
The Monkey King was born from a stone egg. He is a capable fighter and versatile with his magic staff. He studied under a Daoist priest at one time. When the immortals grew weary of his misbehavior, Sun Wu Kong was buried under a mountain by Buddha as punishment. He was later released to accompany the monk Xuan Zang on his journey to India and back to bring Buddhist scriptures to China. The Monkey King is aggressive and mischievous ... but widely popular in Chinese society. When active in the city, Sun Wu Kong halves the building cost of stoneworks, weaponsmiths, acrobat schools, drama schools, theatre pavilions, and Daoist shrines. He functions like an acrobat, actor, Daoist priest, and a Buddhist monk. He can bless a weaponsmith or stoneworks facility (increasing production), and he can capture animals for the menagerie. He fights enemies both at home and abroad. Lastly, your city's emissaries cost nothing and travel faster when Sun Wu Kong is active.

Confucian Heroes: Confucian heroes are affiliated with Confucian academies. Only elite houses need Confucianism.

Confucius – The Sage of All Time



Confucius (551-479 BCE) is the most famous person in Chinese history. His ethical philosophy became the basis for Confucianism, one of China's three great religions. Confucius taught filial piety and the golden rule of empathy. He wanted rulers to lead by good example rather than by force. He started his career as a tax collector, but was disillusioned by official bribery and over-taxation. *The Analects* is a compilation of his sayings, written by his followers after his death. When active in the city, he halves the building cost of tax offices, ancestral shrines, music schools, and grand and imperial ways. In addition to being a scholar walker, Confucius acts as a diviner, providing access to ancestor worship. He also functions like a tax official and musician. He can bless a tax office, filling it with



"Aspire to the principle, behave with virtue, abide by benevolence, and immerse yourself in the arts."

– Confucius

the goods it needs (wood or paper). While he is present, tax revenues are increased without additional penalty to your popularity. Lastly, Confucius can satisfy one of the burial provisions needed when building the tumulus or grand tumulus (see p.92).

Sun Tzu – Master Sun



Sun Tzu was a famous military leader during the Eastern Zhou Dynasty. He is identified with writing *The Art of War*, a classic Chinese text that emphasizes preparedness, speed and surprise in battle, avoiding losses, and using spies. When active in the city, he halves the building cost of all military forts, city walls, city gates and towers. He is a scholar walker, can fight enemies at home and abroad, and he helps the morale of infantry troops. Sun Tzu can capture animals for the palace menagerie. He reduces the travel time of armies sent on conquest missions, and he halves the purchase cost of spies. Finally, he automatically captures and reverses any enemy spy he stops.

Mencius – The Second Sage



Mencius (372-289 BCE) was the second most influential teacher of Confucianism. His text, called *The Mencius*, was studied by Chinese scholars as reverently as Confucius' *Analects*. Mencius believed that subjects had the right to overthrow rulers who were morally unfit and who jeopardized the people. He was a proponent of expanding markets and trade. When active in the city, Mencius halves the building cost of warehouses, trading stations, trading quays, and market squares. He functions as a scholar walker, and he can bless a trade building (increasing its profit). Also, traders arrive at the city more frequently when he is active.

3. Summoning Heroes/Paying Homage

During play, you'll have the opportunity to summon a hero to your city. In some missions, the requirement is to summon a hero to your city and then have him/her remain active for a certain number of months. To summon a hero, you must pay "Homage" to that hero. Paying Homage is conducted through the Homage Dialog, which is accessed by left-clicking the title at the top of the Religious Ministry display (see p.79), or by selecting **Hotkey <8>** twice. Doing so opens the Homage Dialog. The Homage Dialog is divided into three parts. The top part displays the heroes currently available and lists their happiness level. There are eight happiness levels: *angry, unhappy, neglected, contented, pleased, happy, joyful, and exalted*. Only ancestor heroes become neglected, unhappy or angry; the rest will feel contented at worst. A hero's happiness automatically goes down over time, and it only goes up depending on the Homage paid to him or her. The bottom-left portion of the dialog lists the offerings available. Offerings take the form



of commodities (silk, hemp, rice, jade, etc.) paid either in small, medium, or great gifts (bottom-right). And at the very bottom are listed the Online Help and OK buttons.

Homage can be paid to a hero no more than once per month, and you must have at least 100 residents in your city. So, even if you have multiple heroes listed on the Homage Dialog, you can only give homage to one of those heroes each month. To pay Homage, follow the steps below:

Step #1 – Select a Hero. Select the hero by clicking on his portrait. This highlights the hero and activates the offerings display (bottom-left).

Step #2 – Select an Offering. Select an offering from the list of commodities appearing in the offerings display. This highlights the commodity and activates the offering size display (bottom-right).

Step #3 – Select Offering Size. Select the size of the offering by choosing *small*, *medium* or *great*. The size of the gift you're able to give depends upon a couple of factors, as detailed below. Once you've selected the offering size, the homage is paid.

Step #4 – Select “OK” to Return to Game. Once you've made the offering, select the **OK** button to return to the game.

What Hero Should I Pick? As indicated earlier, each religion has three heroes. If that religion is available in the mission, then some or all of those heroes are available for Homage payments and are listed on the Homage Dialog. However, you can't make an offering to a hero unless you have the appropriate building: ancestral shrine, Daoist temple (shrine not enough), Buddhist pagoda (shrine not enough), or Confucian academy.

Exactly which hero you pay Homage to at any given time is based upon your needs. Study the attributes of each hero carefully before starting a mission, and then pay homage accordingly. The reason to pay Homage is to increase a hero's happiness level. Once a hero reaches a level of “happy,” he may appear in your city. There's a much higher chance when he's “joyful,” and it should certainly happen when he's “exalted.” Therefore, a good strategy is to concentrate on one hero, continually giving that hero gift after gift. Once the hero appears, he's able to perform various duties (see below) and his attributes (such as reducing the cost of buildings) are immediately activated.

You're never required to make an homage offering. It is completely voluntary. They will remain contented even if you ignore them – except for ancestor heroes. If all of your ancestor heroes become too angry or unhappy, a disaster may occur. Therefore, to avoid this outcome, give a small offering to an ancestor hero about once a year.

What Offering Should I Make, and What Size Should It Be? Exactly what commodity you choose and its size depends upon a number of factors. The first consideration should be the availability of the commodity (i.e., stock levels). *The number to the left of the commodity name indicates the available stock of that commodity.* For example, if you have huge stocks of ceramics, then it's wise to give as many “great” gifts of ceramics as you can. Sometimes, however, you won't have a choice. If your stocks of

(say) silk are low, then you may not be allowed to give a “medium” or “great” offering of silk to any hero. Too, keep in mind the needs of your citizens. Giving large gifts of ceramics to heroes may please them, but it may also make residents leave if you run out of ceramics and houses devolve. It’s a balancing act.

How Effective Is My Offering? There are four factors that go into the effectiveness of an offering: the size of the gift, the Imperial Standard Price of the good being given (see p.57), the coverage (see p.79) of the hero’s religion, and the *feng shui* (see p.99) of your city. A great gift is roughly twice as effective as a medium gift, and a small gift is roughly half as effective as a medium gift. The value of the commodity is also important. A medium offering of bronze (with an Imperial Standard Price of 80) is equivalent to a great offering of salt (with an Imperial Standard Price of 40). Religious coverage is likewise important. A medium offering to a hero whose religion has great coverage is roughly twice as effective as a medium offering to a hero whose religion has only fair coverage. And finally, the overall *feng shui* of your city affects the value of the offering. The greater the harmony, the more effective your homage will be.

Each offering made increases the happiness of the hero. The exact number of levels increased depends upon the factors indicated above. A poor offering may not visibly change the hero’s happiness. A small offering of salt to a hero whose religion has “fair” coverage in a moderately harmonious city may only increase the hero’s happiness by one level (from contented to pleased, for example). But a large offering of bronzeware to a hero whose religion has excellent coverage in a very harmonious city may take the hero from angry or unhappy all the way up to joyful or exalted.

4. Giving Heroes Commands



Once a hero has been summoned, you’ll receive a message indicating his or her arrival. The hero then appears in your city near a religious building and is ready to be given orders. *Only one hero can be in your city at one time.*

By default, a hero is on “patrol” orders, which means that he or she will roam your city like a walker. However, the patrol area is restricted to a portion of your city around the hero’s banner. You may need to adjust the patrol area, or even give the hero a different kind of order (see below).

A hero is represented on the city map as a walker (about twice as large as a normal walker) and by a banner. Left-click on the hero or his banner to give him a command. Doing so opens the Hero Command display to the right of the screen. The dialog shows the hero’s name, portrait, level of happiness (represented by the orb color), current duty, and up to six command buttons: *patrol*, *halt*, *call troops*, *capture animals*, *dismiss* and *bless*. You’re now ready to give the hero an order.



Patrol: As stated earlier, a hero is on patrol orders by default, but you can select this button to return a hero back to patrol if he or she

was under a different command. After selecting a hero, left-clicking on the map moves his or her banner to that location. The hero then moves to that location and by default patrols within a specified radius of the banner, just like a normal walker. The Hero may patrol off road, but not across water (except at a bridge or ferry) *or* across monuments like the Grand Canal or Great Wall. Exactly what location you order the hero to patrol depends upon the hero. For example, if he's Bodhidharma, the Kung Fu Monk, he delivers tea to every house he passes. So you may want to order him to patrol in a residential area needing tea.



Halt: Select this command to order the hero to stop patrolling and stand in place.



Call Troops: Select this command to summon all friendly troops within the city to move toward the hero's banner and deploy around it. Only military heroes have this ability, and they are Huang Di, Sun Tzu, Guan Di, Sun Wu Kong, and Bodhidharma. The hero halts in place after calling troops.



Capture Animals: Certain heroes (one from each religion) have the ability to capture animals for the palace menagerie (see p.71). The *capture animals* command is only available for these specific heroes and only when the city has a palace with labor. The four heroes that are able to capture animals are Nu Wa, Sun Tzu, Xi Wang Mu, and Sun Wu Kong. Move the hero's banner near the animal to be captured, then select the *capture animals* command. This stops the hero from patrolling and sends her to capture an animal. When the hero captures an animal, she delivers it to the palace. The captured animal type then appears in the menagerie, and the hero can go hunting again for a different animal type. You may need to move her banner close to the site of the different animal type first, and then command her to capture again.



Dismiss: Select this command to make the hero disappear from the city. You may want to "dismiss" a hero if he or she has provided all the services necessary and you want to summon another hero. Remember, only one hero can be in your city at a time, so until the current hero disappears, you cannot receive another.



Bless: Select this command to order the hero to bless an adjacent building. Each hero may only bless certain types of buildings. You'll need to place the hero's banner next to the building you want blessed, and when the hero reaches there, the bless button highlights. Click on the highlighted button, and the hero conducts the blessing. *The hero drops some in homage each time he or she blesses (the amount varies according to hero).*

5. The Duration of Hero's Stay in a City

Unless you've used the *dismiss* command, a hero stays in your city until his or her happiness level reaches the lowest end of "contented." At that point, the hero leaves your city and becomes inactive again. You may continue to pay Homage to a hero while he or she is active in your city; this can ensure a longer stay.

6. Natural Disasters and Heroes

When the happiness levels of all of your *ancestor* heroes (Nu Wa, Shen Nong, and Huang Di) reach “unhappy,” a natural disaster may occur in your city. It’s guaranteed to happen if they all reach “angry.” If such a disaster is triggered, the ancestor heroes are automatically appeased for a while.

Earthquake: When an earthquake occurs, there is a “shaking” effect to the city map that lasts a few seconds. During an earthquake, there is a chance some buildings may collapse or catch on fire. If a building collapses, it’s lost forever (including any commodities that were in the building at the time) along with any walkers belonging to that building. The rubble of the building remains in place and must be cleared before anything can be built on the same location. If fire occurs, inspectors from an inspector’s tower (see p.97) try to put out the fire. Hopefully, the inspectors will be able to reach the fire in time. If not, then the fire may spread and damage other buildings. If a fire gets out of control, one way of keeping it contained is to isolate the burning buildings by clearing the terrain around them. But of course, that’s a risky proposal, since you may wind up eliminating important industries and/or residential areas.

Drought: A drought immediately lowers every crop tile’s current growth. Farm crops (such as rice, wheat, millet, etc.) are more heavily affected by drought than are orchards (tea bushes, mulberry trees, and lacquer trees).

Flood: A flood causes water tiles on the map to “overflow” their banks, spilling floodwater onto the surrounding land tiles, and then receding after one month. The floodwater flows up to 10 tiles inland from the water’s edge. However, floodwater never affects any elevated land (or any item on elevated terrain), nor pinnacles (which are considered elevated land).

Floodwater covers but does not destroy woods, ore, rocks, and quarries. When the floodwater recedes, these items reappear in their previous state; i.e., a quarry is returned to its pre-flood state, and all woods tiles reappear at their previous growth state). Floodwater destroys most buildings and walkers in the flooded tiles. However, floodwater does *not* destroy any monument (irregardless of its state of completion), city walls and towers, roads (including bridges), or roadblocks. Fields and orchards covered by floodwater are also not destroyed, although their growth stops until the water recedes.

Walkers may not enter flooded terrain, nor may you build bridges, ferries or quays along a flooded shoreline.

At the end of the month, the floodwater recedes, falling back gradually to the original water’s edge. Any structure that was destroyed by the floodwater is replaced with rubble.

7. Tips on Gaining Spiritual Harmony

- To avoid triggering a disaster, make sure at least one of your ancestor heroes doesn't drop into the *unhappy* or *angry* level. If you keep at least one of them above *unhappy*, you'll avoid most (but not all) disasters.
- As soon as you have sufficient stockpiles, get into the habit of paying a small homage to an ancestor hero once a year.
- Except for ancestor heroes, who may trigger disasters, you don't have to make offerings to any hero. Therefore, when you do make an offering, have a specific reason in mind. Is this a hero you want to visit your city? How would that hero benefit you?
- Keep your religion coverage and *feng shui* rating as high as possible to get the most out of your offerings.
- To make offerings to Daoist or Buddhist heroes, you'll first need to build a Daoist Temple or Buddhist Pagoda (shrines alone are insufficient).
- Heroes appreciate the finer things, such as carved jade, silk, lacquerware, bronzeware, etc. They're less appreciative of cheap commodities such as clay and food.
- If you like having a particular hero around, continue to make offerings to that hero while he or she is active in your city. But watch the happiness level! It drops faster for an active hero than for inactive ones, and it drops some whenever the hero blesses.
- Confucian Academies only need to serve elite housing (not common).

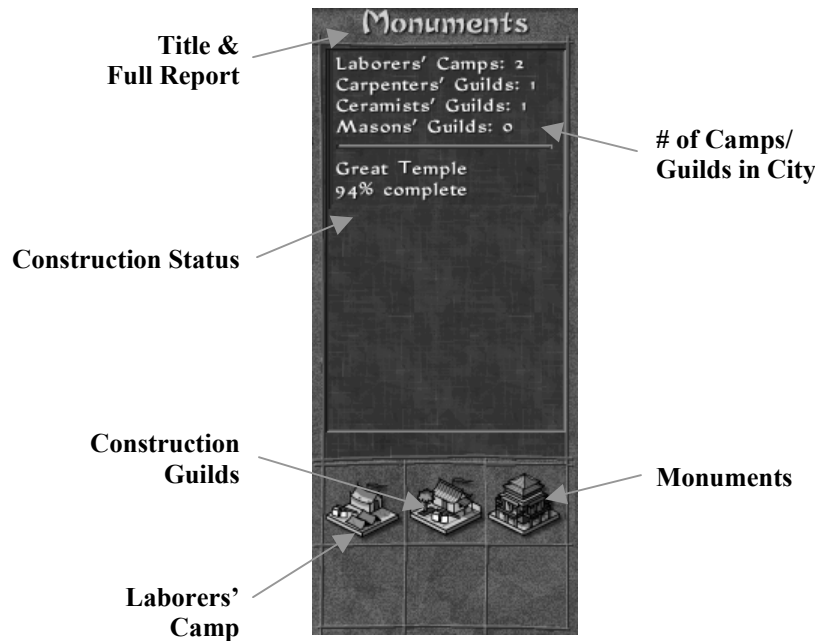


I. Monuments

Every civilization has constructed buildings to endure the test of time and to record their place in the world. From the Sumerians to the Egyptians, from the Greeks to the Chinese, monuments are a testament to the architectural genius of humankind.

1. Building Something Great (The Monuments Ministry)

The Monuments Ministry is responsible for building massive and enduring structures, such as the Great Wall.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about your city's monuments appear. The top portion lists the name of the monument being built and whether or not your workers are toiling at the site. The middle portion lists the materials needed and the amount of said materials that have already been delivered to the site.

of Camps/Guilds in City: This area shows the number of labor camps and guilds currently in your city.

Construction Status: The status indicates any problem, with the monument under construction, such as lack of commodities or labor.

Monuments		
Great Temple		
The workers are busy		
Materials Needed		Delivered
400	Wood	2600
100	Clay	0



Laborers' Camp: A laborers' camp produces the laborers needed to build a monument. Laborers represent the muscle on a monument building project. These are the workers that deliver the dirt to the site (or excavate the dirt) and prepare each level of the monument for the more skilled workers from the guilds (see

below). They are absolutely necessary for all monument-building projects with the exception of the grand pagoda and the clock tower. Generally speaking, you need only one labor camp for each monument-building project, but it's ideal to have as many as you can. The more laborers you have working on a monument, the faster it will be built. Also the proximity of the labor camp to the monument site is important. Camps far away from their construction site take longer building the monument because of the time needed just to get to the site. So it's recommended that you place your laborers' camps as close to the monuments as possible.



Construction Guilds: The construction guilds are the more skilled laborers on a monument building project. Depending upon which monument is being built, some guilds are not required.

Carpenters' Guilds – A carpenters' guild produces skilled carpenters who do all the woodwork needed on a monument. A carpenters' guild needs wood (see p.52) delivered to the construction site to do its job.

"Enough shovels of earth --
a mountain. Enough pails of
water -- a river."

-- Chinese Proverb

Masons' Guilds – A masons' guild produces skilled mason workers who do all the masonry needed on a monument. A masons' guild needs stone (see p.52) delivered to the construction site to do its job.

Ceramists' Guild – A ceramists' guild produces skilled ceramists who do all the ceramic work needed on a monument. A ceramists' guild needs clay (see p.51) delivered to the construction site to do its job.



Monuments: Monuments are different than other buildings in *Emperor*. Monuments are built step by step and require a labor force and building materials (i.e., wood, clay, etc). To ensure that your monument building project goes smoothly, study the following points:

- **Find a Good Plot of Land for the Monument.** A monument building project is a massive undertaking that requires a lot of room and resources. Laborers' camps, guilds, logging sheds, clay pits and possibly stoneworks are needed to keep the project moving forward. One of your first steps in building most monuments is to find a good location for it and all its various support industries (*Exceptions: The locations of the Great Wall and the grand canal are already determined on the city map*). You need a large, clear portion of land.

Great Temple Construction. *The great temple monument to the right is in mid construction. The first two levels of the monument represent a foundation of tamped earth, which have been constructed by laborers from the two nearby camps. Now that the foundation is in place, artisans from the carpenters' and ceramists' guilds will move in and build the temple itself. Notice that the preliminary work has already begun. At this point, you could remove the laborers' camps or change their status from working to not working, since their work is finished. Doing so may "free up" some labor needed elsewhere.*



- **Monuments Need Road Access.** Like all buildings in *Emperor*, monuments need road access (see p.9) so that the workers can reach the job site. However, there are specific locations at the base of the monument that require the access. Each monument, with the exception of the Great Wall and the canal, has one to four entry points at its base (represented by a dirt ramps, gates, stairs, etc.). You must connect at least one tile of road to one of those entry points for road access to work properly. You must also ensure that any requisite industries built near the site have road access to that location.
- **Monuments Require Commodities.** Each monument requires a certain amount and type of commodity, such as wood and clay. The monument descriptions below tell you which commodities are needed, and the Monuments Ministry full report lists the exact numbers needed. Before starting your monument, or as you prepare for its construction, make sure you have the proper industries in place that are producing the right commodities. This means that you should build your monument near existing industries, or better yet, build the industries near the site to ensure you have enough of the commodities required.
- **Make Sure Storage Facilities Are “Accepting” Needed Commodities.** When preparing for your monument building project, it’s a good idea to make sure that there are enough warehouses (see p.63) “accepting” the commodities needed for the work. This ensures that any overflow production goes to those warehouses for storage and later delivery to the monument site. It’s best to actually build a warehouse or two near the monument site that “accepts” or “gets” the goods needed for that monument’s construction.
- **Remember Your Inspectors’ Towers.** Although Monument Ministry buildings do not require access to an inspector (see p.97), warehouses do. So make sure any warehouses and industries supporting the construction site are near an inspector’s tower (and use roadblocks so the inspector patrols that area).

The Monuments

Tumulus – The tumulus is an underground burial chamber for a noble topped with (you guessed it) a tumulus. The tomb has four downward-sloping entrance ramps (one from each of the four points of the compass) leading to the central burial chamber, which contains an elaborate coffin and provisions for the noble’s afterlife. Building a tumulus requires dirt (provided by a labor camp), wood, and burial provisions with the coffin consisting of elegant wares, silk and ceramics.

Grand Tumulus – A grand tumulus is the same as a regular tumulus, but it’s bigger and takes longer to build. It requires wood and dirt resources (but at a higher quantity). The burial provisions consist of elegant wares, silk, ceramics, weapons and carved jade, which help the deceased through the afterlife.

Great Temple – A great temple represents an early, large temple structure, evidence of which has been found dating back to the Shang Dynasty. Building a great temple requires dirt (provided by a labor camp), wood, and clay.

Splendid Temple – A splendid temple is the same as a grand temple, but it’s bigger and takes longer to build. It requires the same resources as a great temple (but at a higher quantity).

Temple Complex – A temple complex is basically the great temple monument set in a large walled-in courtyard, complete with a gatehouse in the middle of each length of wall. Building a temple complex requires dirt (provided by a labor camp), wood, clay, and stone.

Grand Temple Complex – A grand temple complex is the same as a regular temple complex, but with three central buildings. It requires the same resources as a regular temple complex (but at a higher quantity).

Large Palace – A large palace is a building constructed on a raised earth platform. Building a palace requires dirt (provided by a labor camp), wood, clay, and stone.

Grand Canal – From early times, the Chinese have dug canals to connect river networks to aid the flow of trade and commerce. Building a grand canal requires excavation, wood and stone.

Underground Vault (for the terracotta army) – The underground vault is a two-levels-deep burial site. Now recognized as one of the wonders of the ancient world, these massive underground chambers contained an army of over 6,000 life-size infantry, cavalry and chariots. Building an underground vault requires dirt (provided by a labor camp), wood and clay.

Earthen and Stone Great Walls – Before the Ming Dynasty, most of the Great Wall of China was constructed of hard-packed (or “rammed”) earth, built up in many layers until a formidable wall was created. Frequently, after large sections of these early walls eroded, they were refurbished and strengthened by being “faced” with carefully hewn stone, thus increasing not only their longevity but also their strength. For an earthen Great Wall, you need dirt (provided by a labor camp) and wood; a stone Great Wall requires dirt and stone.

Great Wall Ruins: Portions of the Great Wall that have eroded and fallen into rubble are used as “terrain” in some of the game’s city maps. Ruined portions of the Great Wall have the same size and configuration as finished sections of the wall; however, Great Wall ruins appear as a very low, smoothly rounded long “snaking” mound of dirt, worn down due to years (or even centuries) of neglect. During play, you are not permitted to build any structures on Great Wall ruins, and they cannot be cleared or destroyed.

Clock Tower – Finished in 1092 by the official Su Song, the Astronomical Clock Tower used sophisticated mechanisms to drive a clock and armillary sphere to help the Emperor’s officials make astronomical predictions. The clock announced quarter-hours with a drumbeat, and it struck a bell every two hours. Building the clock tower requires wood and bronze.

Grand Pagoda – This towering pagoda monument “arrives” with the coming of Buddhism during the late Han dynasty. Building the pagoda requires wood and stone.

2. The Benefits of Completed Monuments

Monument building is not just an exercise in construction prowess. There are significant and tangible benefits for your city when a monument is completed. The first and most

obvious benefit is victory. Many missions require you to build a certain monument; upon its completion, you may win the mission. In addition to this, there are two other significant benefits. Your city's popularity increases, and one or more heroes associated with that monument may have their homage levels increased, as shown in the chart below. Furthermore, any ancestor hero (Nu Wa, Shen Nong, Huang Di) pleased by that monument will never fall below *contented* after it is built.

MONUMENT	Nu Wa	Shen Nong	Huang Di	Confucius	Sun Tzu	Mencius	Xi Wang Mu	Zao Jun	Guan Di	Guan Yin	Bodhidharma	Sun Wu Kong
Great Temple	✓			✓								
Splendid Temple		✓										
Temple Complex	✓								✓		✓	
Grand Temple Complex		✓				✓	✓					
Tumulus	✓											
Grand Tumulus		✓		✓								
Grand Palace			✓					✓				✓
Underground Vault			✓		✓		✓					
Grand Canal	✓					✓				✓		
Earthen Great Wall			✓		✓							
Stone Great Wall			✓						✓			
Clock Tower		✓						✓				
Grand Pagoda										✓	✓	✓

3. Tips on Building Monuments

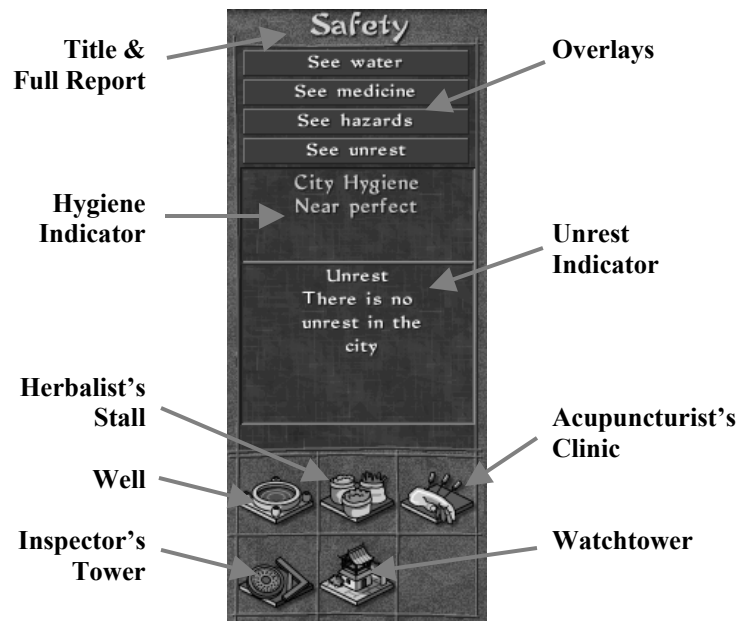
- Study the five bullet-points listed under **Monuments** above. These are critical to success.
- Otherwise, the best tip for monument construction is to *start as soon as you can!* Make your monument goal a priority over your other goals because it's probably going to take a while to complete. After you've got its construction steadily under way, then you can give your attention to the other mission goals. Just check back in on your monument periodically to make sure there's no bottleneck slowing down construction.
- After you place a monument, click on the Monuments title or press hotkey – (hyphen) to open the full report. This report tells you exactly how much of each commodity you'll need to complete the monument.

J. Health

Your city's health, both mental and physical, is very important. There are a number of elements in your city that contribute (in one way or another) to your city's health. In this section, we will discuss both the Safety Ministry and the Aesthetics Ministry.

1. Keeping It Safe (The Safety Ministry)

The Safety Ministry is responsible for the physical well-being of your city and its people.

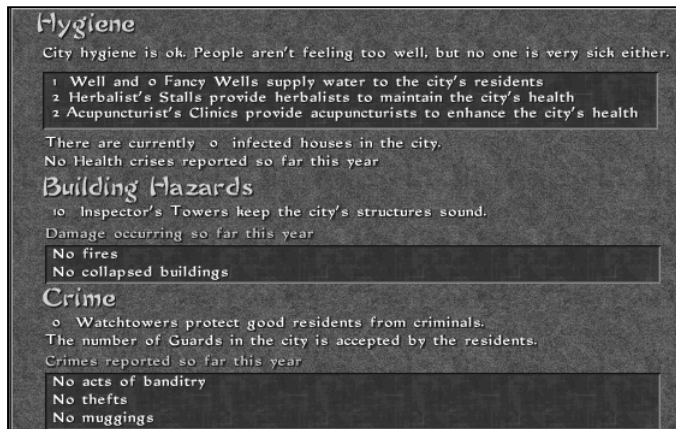


Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about your city's health and security appears. The top portion of the display lists hygiene status; the middle portion lists building hazards, and whether or not any of your buildings are burning or have collapsed; the bottom portion lists the number of watchtowers protecting your citizens and the number of crimes on your streets.

See Water Overlay: This button highlights well "access" for housing. The higher the pillars, the better. Furthermore, if the house has "clean" water from a fancy well, the pillar is blue; if the house has "poor" water from an unimproved well, the pillar is white.

See Medicine Overlay: This button highlights herbalist and acupuncturist "access" for housing. The higher the pillars, the better.

See Hazards Overlay: This button highlights inspector "access" for buildings. The higher and redder the pillars, the closer the buildings are to either burning or collapsing.



See Unrest Overlay: This button highlights the unrest level of housing. The higher the pillars, the more unrest.

Hygiene Indicator: This area shows your city's hygiene level. Good hygiene is very important for your city's growth. The factors that go into determining good hygiene are individual housing access to wells, herbalists, acupuncturists (see below), food quality (see p.48), and city population. Clean water from evolved wells is healthier than poor water from unimproved wells. Herbalists contribute more toward the people's health than acupuncturists, but both are important. Lastly, the better the food quality your people are eating, the healthier they are.

The way *Emperor* determines good hygiene is by periodically checking all residential housing and determining the number of "healthy" people (those with access to the services mentioned above) versus the total population of the city. If too many citizens are unhealthy, an outbreak of disease may occur (see below).

Throughout play, you'll receive messages indicating that your hygiene is good but worsening. This is often unavoidable due to restrictions of goods and services placed upon you by the mission itself (some missions do not allow you to build acupuncture clinics, for example). But in these missions, the level of civilization you must achieve is often kept in check anyway, so hygiene is not the biggest concern. Nevertheless, you should monitor your city's hygiene carefully, and if you start receiving more and more messages about worsening hygiene, then you need to make changes to ensure your city doesn't fall into the grip of disease.

Disease: Disease in *Emperor* can occur *anytime*, but the risk increases dramatically when the city's hygiene level and/or *feng shui* rating drops very low. When an outbreak of disease occurs, it can strike a large number of houses at once (usually the unhealthy ones). Each infected house creates disease carriers (see p.39). These carriers do not actually spread the disease; they are simply a visual indicator that trouble is afoot. This is where your herbalists (see p.97) come into play. An herbalist can heal a disease carrier he runs into on the street. Over time, the disease plays itself out and life can return to normal in the infected houses.

Births & Deaths: Every new year (see p.104), your city's population changes due to births and deaths. The population of the city is determined and then a birth/death rate is applied based upon the current city health. Births create new occupants in houses; deaths destroy current occupants in houses. Any new births are applied to the current houses *if they have room for them*.

Unrest Indicator: This area shows your city's unrest level. Unrest occurs as a result of high unemployment, low wages, high taxes, lack of food, civic repression, etc. When your city falls into excessive unrest, outlaws appear on your streets. Only common housing (see p.28) creates outlaws, but once they are created, they can affect your entire city (even elite housing).

Outlaws: The four outlaws generated due to unrest are beggar, mugger, thief, and bandit. *A beggar is not an outlaw per se, but his presence on the streets indicates growing unrest and he is therefore classified as an outlaw.*

	Beggar	A beggar wanders aimlessly around your residential areas. Beggars do not attack buildings or other people; they are strictly a graphical representation of growing unrest in your city.
	Mugger	A mugger roams your streets and looks for walkers to attack and kill.
	Thief	A thief indicates severe unrest. He finds the closest elite house and steals goods from it.
	Bandit	The bandit is a sign of extreme civil unrest and is the most savage outlaw. His presence represents a very dire situation. A bandit's goal is to attack either your palace, administrative city or elite housing (see p.30), and once there, burn it to the ground.

Fighting Outlaws: Guards from watchtowers (see p.98) fight any bandit, thief or mugger they run into, but outlaws can fight back. The strength of an outlaw's resistance is based upon his level. A bandit is tougher to kill than a thief and so on. Certain heroes also fight outlaws or prevent them from appearing in your city (see p.81).

IMPORTANT

It's important to note that the type of outlaw generated is based upon the seriousness of unrest and what you have actually built in your city. If you have no palace, administrative city or elite housing, for example, only muggers and beggars are generated.



Well: A well provides water to the residential area it is attached to. For full details about wells and water supply, see p.33. Improved (fancy) wells deliver cleaner water, which improves hygiene. To improve a well, build aesthetic structures around it.



Herbalist's Stall: An herbalist's stall generates an herbalist walker who provides healing herbs and ointments to the residential area he roams through. An herbalist stall is vitally important to the health of your citizens, as it stops disease carrier walkers (see p.37) and is required for housing evolution.



Acupuncturist's Clinic: The acupuncturist's clinic generates an acupuncturist walker who is important for housing evolution and city hygiene (though not as important as an herbalist). *Acupuncturists are not available until the Shang dynasty (1600 BCE).*



Inspector's Tower: The inspector's tower is one of the most important buildings in your city. Inspectors roam your streets to prevent structural failures

and fires. Most buildings need access to an inspector's tower or they may crumble to the ground or catch fire. There's nothing more painful than to see a fully stocked mill crash to the ground. Not only do you lose the building, but you also lose everything in it. Houses that crumble or catch on fire push out their occupants, so a major fire sweeping through a residential area can spell disaster. An inspector's tower may automatically evolve into an improved tower if its surroundings are aesthetically pleasing enough (see below). An improved inspector's tower generates two inspectors instead of one. Some buildings do not need care by inspectors. These include all Agriculture Ministry buildings except the fishing quay, all Military Ministry buildings except the weaponsmith, all Aesthetic Ministry structures, and all Monument Ministry buildings.

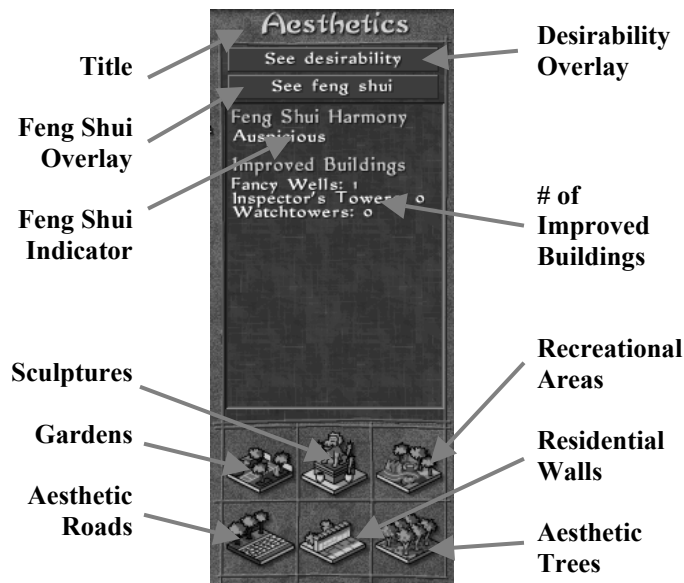


Watchtower: A watchtower is your city's law enforcement facility. A guard from the watchtower roams the streets to help quell unrest in the city and fight outlaws. A guard may also uncover spies (see p.76) that he encounters. However, too many watchtowers can displease your citizens. If the number of watchtowers relative to city population is too high, your citizens feel repressed, and the overall popularity of your city (see p.34) goes down. No one wants to live under an iron hand. A safe rule of thumb is to have one watchtower for every 500 people. A watchtower may automatically evolve into an improved watchtower if its surroundings are aesthetically pleasing enough. An improved watchtower generates two guards instead of one.

"Distant water won't help to put out a fire close at hand."
-- Chinese Proverb

2. Making Your City Beautiful (The Aesthetics Ministry)

The beauty of your city helps improve its appeal to your citizens. The Aesthetics Ministry is responsible for ensuring that your city is a pleasure to behold.



Title: This area shows the ministry name. *There is no full report for the Aesthetics Ministry.*

Desirability Overlay: This button highlights desirability in your city in shades ranging from beige (desirable area) to red-brown (undesirable area).

Feng Shui Overlay: This button shows the buildings and structures according to their *feng shui* value (see p.21). Neutral structures are shown as gray tiles, while all others are shown as green or yellow. If you move the cursor over a non-neutral building, a text display shows you which of the five elements that building is associated with.

Feng Shui Harmony Indicator: This provides a descriptive indicator of your city's *feng shui* harmony. It starts as average, and you won't notice any change until your city grows to at least a population of 350. The indicator ranges anywhere from "perfect harmony" (all structures harmonious or neutral) to "China shamed" (a vast majority of structures are inauspicious, causing dishonor and embarrassment not only to you and your citizens but to all of China).

Improved Buildings: This area shows the number of wells, inspector's towers, and watchtowers that have evolved (i.e., improved) due to the aesthetic quality of their surroundings. Gardens, sculptures, recreational areas, etc. that are built around these three types of buildings help improve those buildings, thereby making them more efficient and valuable.



Gardens: Gardens are a mixture of flowers, bushes, trees, benches, etc. that can be placed in your city to help improve the aesthetic quality (i.e., desirability) of your neighborhoods. The more gardens a neighborhood has, the more appealing it is, and the greater the chance of houses, wells, inspector's towers and watchtowers evolving. Gardens are placed on the map as per fields and/or orchards (see p.41).

Gardens do not require road access.



Sculptures: Like gardens, sculptures help improve the desirability of your city. There are eight different sculptures to choose from. Sculptures are placed on the map as per buildings and take up one or four tiles, depending on their cost and size. Sculptures can be placed anywhere in your city (either on or off road), but it's nice to place them in residential areas. Large sculptures are more powerful in terms of desirability than smaller ones ... and more expensive. *Sculptures do not require road access.*



Recreational Areas: Recreational areas also improve desirability of a neighborhood. There are six different recreational areas to choose from (such as the wayside pavilion or Tai Chi park), and they are placed on the map just like buildings. The larger the recreation area, the greater its appeal effect. *Recreational areas do not require road access.*



Aesthetic Roads: Aesthetic roads are major improvements to your existing roads system. Aesthetic roads are placed on the map as per your basic roads, but they *must* replace basic roads (i.e., they can only be built over an existing road system). There are two different aesthetic roads. The *grand way* is a two tile wide road, and when you build it, you may decide on which side of the road the attached garden will be placed. The *imperial way* is a three tile wide road with gardens on both sides.

The best method for building an aesthetic road system is to follow these steps:

- (1) Find a clear spot on the map to build a road system.
- (2) Build a basic road system (see p.25).
- (3) Build the aesthetic road over the basic road tiles.

Keep in mind that if you want to build an aesthetic road in an area with lots of buildings, you may have to clear out the buildings first (see p.25) to make room for your new roads. Furthermore, when constructing a grand or imperial way, you must place it over at least two adjacent road tiles.

Aesthetic Road Placement. This is an example of an imperial way, the most valuable aesthetic road you can build. Aesthetic roads are built directly over basic roads. A grand way has gardens on one side of the road, while an imperial way has flowerbeds on both sides, as shown. Note that these flowerbeds do not cut off road access (see p.9). They are strictly for aesthetic purposes only.



Residential Walls: Residential walls have two purposes. Their first and main function is to block undesirable buildings on one side of the wall from adversely affecting the area on the other side. And secondly, they help protect your city from enemy invaders (see p.116), although not as well as city walls (see p.112). There are four different residential wall styles to choose from, but they all block the spread of (un)desirability in the same manner.

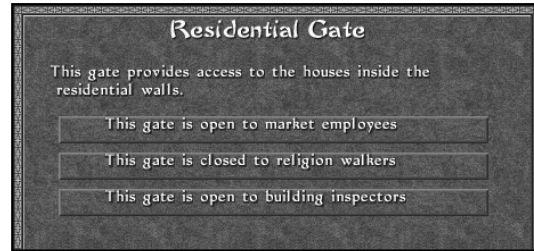
Blocking Undesirability: Residential walls form a barrier between your residential areas and commercial/industrial areas that, if built too closely to your homes, can reduce the desirability of a neighborhood. Therefore, it's best to place your walls in such a way as to separate these elements from each other. Below are examples of proper wall placement.

Residential Wall Placement. The graphic to the right is a good example of a residential wall placed such that it separates the commerce area from housing. This type of wall placement helps to improve the desirability of the residential area.



Residential Walls and Gates: A residential wall built over a road automatically creates a gate. As soon as it's built, right-click on the gate and set its walker "access."

In simple terms, a residential gate is a customizable roadblock (see p.38). Notice that there are three categories of walkers that you can grant (or deny) access through the gate: market employees, religion walkers, and inspectors. Click on the buttons provided to open/close access for each. Setting residential gate access immediately is



important because as soon as you finish building walls, your walkers continue their tasks. Thus, it's important to make sure the proper people can move through the gate. It's also important to block movement. For example, your religion walkers (diviner, priests, monks and scholars) only need access to residential areas. If you've built a wall dividing your homes from your industrial complex, you should close the gate to your diviners, because they may mistakenly enter areas of the city where their services aren't needed.



Aesthetic Trees: Aesthetic trees function much like sculptures. They are placed on the map like sculptures and they increase the desirability of the surrounding area. There are three different types: plum, peach, and cherry. *Aesthetic trees do not require road access.*

3. Tips on Making Your City Healthy and Beautiful

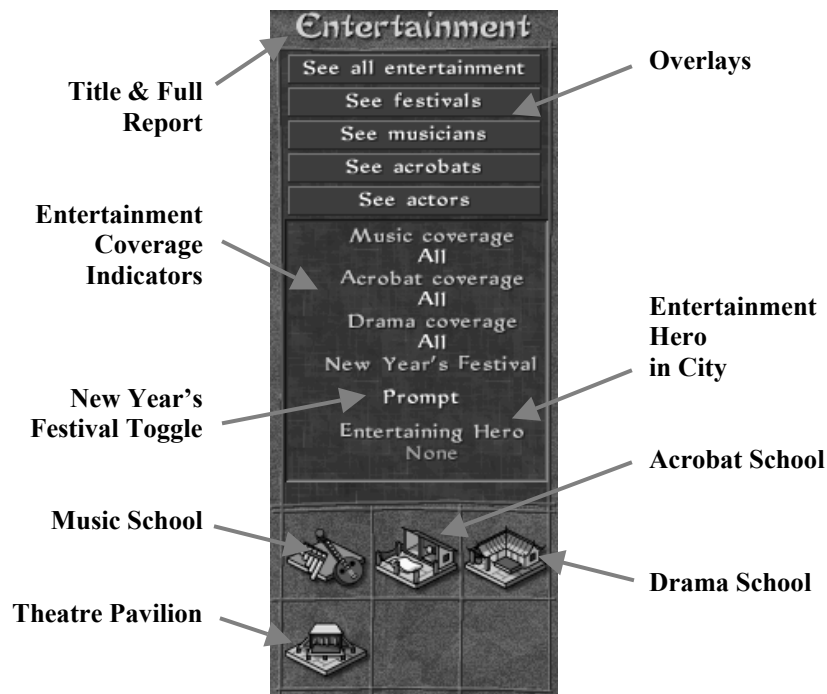
- Build inspector's towers *before* fires break out and buildings start collapsing. Inspectors can prevent these calamities from happening.
- Turn on the "See hazards" overlay and observe the route your inspectors are walking. Try to ensure that your inspectors are visiting (or passing) all buildings that need inspection.
- The herbalist provides an excellent boost to your city's hygiene. After that, feeding your people the best quality of food available increases their overall health. Clean water from "improved" wells and acupuncturists also contribute to hygiene, though not as significantly as high quality food and herbalists.
- Build aesthetic structures around your wells, inspector's towers and watchtowers so they can improve.
- Use residential walls to isolate your housing into wards. This helps you control what they get access to, as well as making their environment more desirable.
- Desirability has an effect on taxes. Houses in very desirable neighborhoods will pay more taxes than equivalent houses in less desirable areas.

K. Entertainment

As the saying goes, your citizens cannot live by millet alone. All work and no play makes the people unhappy, restless, and grumpy. A city without entertainment (musicians, acrobats, actors, festivals) is a city that will stagnate and stop growing. Therefore, you must take steps to ensure the psychological and cultural needs of your citizens are fulfilled.

1. Entertaining the People (The Entertainment Ministry)

The Entertainment Ministry is responsible for entertaining your citizens. Through festivals, music, and drama, your people receive their daily supply of culture.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about your entertainment facilities appear. The top and middle portions of the dialog list the number of entertainment buildings currently in your city. The bottom portion lists the last New Year's festival and its cost. And finally, the very bottom lists when the next element year for your zodiac animal will arrive (see p.104).

Overlays: These overlays work roughly in the same manner, by highlighting their respective entertainment buildings, walkers, and the housing that has "access" to that entertainment.

Entertainment Buildings	
Music Schools	1
Acrobat Schools	1
Drama Schools	1
Market Squares	2
Theatre Pavilions	1
Last Festival	
Years Ago:	0
Cost:	
Snake Fire year occurs in 6 years	

Entertainment Coverage Indicator: This area provides an overview of how much entertainment is reaching your citizens. If you have no entertainment facilities at all, you'll have terrible coverage. As you add facilities, coverage gets better and your houses can evolve more readily.

New Year's Festival Toggle: You may throw a Festival at the start of each year. If the setting is "Prompt," a message will prompt you every February to hold a festival. You can click on this setting to change it to "Always Hold," in which case the festivals will automatically be held if all requirements for it are met or fulfilled (i.e., money, food, and the presence of at least one entertainment building).

Entertainment Hero in City: This area tells you if any entertainment hero (see p.81) is currently working in your city. Nu Wa and Confucius provide music access to houses they pass; Sun Wu Kong provides acrobat and drama access.



Music School: A music school produces musicians who play their music in the market square (see p.60) or theatre pavilion (see below).



Acrobat School: An acrobat school produces acrobats who perform their tricks in the market square or theatre pavilion (see below).



Drama School: A drama school produces actors that perform plays in the theatre pavilion (see below). Only elite housing (see p.30) requires access to drama performances.



Theatre Pavilion: A theatre pavilion provides a venue for professional musicians, acrobats, and actors. *Chinese theatre did not develop until around 350 CE.*

"Those who have free seats at a play hiss first."
— Chinese Proverb

The Entertainment Area of the Market Square: The market square serves as the principle venue for musicians and acrobats. Musicians and acrobats are generated from their respective schools and meet in the market to put on shows. Normal walkers can still walk through the market when shows are being performed.



The Announcer: When performances start in the market square or theatre pavilion, announcers are generated. These announcers roam the streets letting everyone know that entertainment is available. If the announcers cannot reach a house, then that house does not have "access" to entertainment and will not be eligible for evolution.

2. The Zodiac Calendar and New Year's Festivals

The popular Chinese Zodiac plays a part in *Emperor*. Every game year is tied to one of the 12 zodiacal animals and to one of the 10 Heavenly Stems represented by the five elements.

Choosing a Zodiac Animal: As stated on p.12, when a campaign begins or when you start a new family name, you must choose an animal of the zodiac from the list of 12 animals provided. *In Multiplayer Scenarios (see p.125), each player selects his or her zodiac animal, and no animal can be selected twice.* The reason you must choose one is that, based upon your selection, your city receives certain benefits during the year of your selection when you hold New Year's festivals. Below is a full description of the zodiac calendar and how it's used in the game.



The Chinese calendar uses the Stem-Branch system to count years in a 60-year cycle. There are 10 Heavenly Stems (five elements, each associated once with Yang and once with Yin) and 12 Earthly Branches (the Zodiac animals) in the system. Legend has it that the Lord Buddha summoned all the animals to come to him before he departed from earth, but only twelve came. He then named the years after them in the order they appeared. People born in each year are said to have hidden personality traits corresponding to the Zodiac animal associated with that year.

The Han Dynasty started using the 60-year cycle in 4 CE. However, it became customary to trace the cycle back (in 60-year increments) to the 1st year of the reign of the Yellow Emperor (Huang Di, a mythological ruler), which is given as 2697 BCE.

Each game year is named for a different combination of element and animal, starting the 60-year cycle with Wood Rat. The element changes every two years in a 10-year cycle. The animal changes each year in a 12-year cycle. Together they make a 60-year cycle in which each animal is repeated five times and is linked to a different element each of those times. For example, 2697 BCE and 4 CE are Wood Rat years because they start the cycle. 2686 BCE and 15 CE are Wood Pig years (the 12th year of the cycle).

Historical missions (see p.13) that start on a prescribed year always start at the same point in the cycle. *Multiplayer missions start at a random point in the cycle (1-60) so that players cannot pick the perfect animal for the situation.* Below are charts listing the sequence of animals and elements.

Element Sequence (six 10-year cycles per 60 years)	Animal Sequence (five 12-year cycles per 60 years)
Wood	Rat
Wood	Ox
Fire	Tiger
Fire	Rabbit
Earth	Dragon
Earth	Snake
Metal	Horse
Metal	Ram
Water	Monkey
Water	Rooster
	Dog
	Pig

Holding a New Year's Festival: If applicable, you may hold a New Year's festival at the start of each year (*the Chinese New Year begins in February*) to increase the popularity rating (and incidentally to provide entertainment) of your city. If you hold a New Year's festival *during your chosen zodiac year* (which occurs every 12th year), you receive a bonus based on that year's element (wood, fire, earth, metal or water).

This is how it works. At the start of each February, if your city's population is equal to or greater than 100, a message appears indicating whether a festival can or cannot occur. If at least one entertainment area (this is the market square or theatre pavilion) exists in the city, and you have sufficient money and food on hand, and there is at least one entertainment school (music, acrobat, or drama) in the city, then the message asks if you wish to hold or cancel the New Year's festival. If no entertainment area or entertainment school exists in the city, or if you have insufficient money or food, the message alerts you that the festival is canceled and the people are disappointed. The message gives the reason for cancellation (lack of money, lack of food, entertainment off, or no schools). The festival *automatically occurs* for free if the hero Zao Jun (the Kitchen God) is present in the city at the start of February (so long as your population is equal to or greater than 100, and if there is one or more entertainment areas in the city).



If accepted, the required money and food are deducted from your inventory, and the festival occurs. Walkers carrying a large dragon appear at a randomly selected market square. Festival walkers (musicians, acrobats and/or actors) appear behind the dragon dancers in a parade. The dragon dance and trailing festival walkers follow a random path through the city until the end of February, when they disappear. Festivals are restricted by roadblocks and gates, unless those gates allow market square walkers to pass.

Below is a list of the effects of holding and not holding festivals.

- The festival provides full entertainment access to every house it passes.
- A festival increases a city's popularity rating. Adversely, if the New Year's festival is *not held* for whatever reason (except low population), your city's popularity rating decreases.
- If you hold a festival during a year linked to your animal, you receive a zodiac "bonus" based on the element for that year. In Chinese culture, each element has many correspondences, such as season, direction, number, color, animal, grain, etc., so the gift and bonus are based on those correspondences. You have a menu choice of zodiac bonuses, which is displayed on the Hold Festival event message panel. There are up to four choices on the menu: a gift (commodity and menagerie gifts), a discount to certain building costs, improved yields/production, or a defensive military benefit. Except for the gift, these bonuses are temporary and last only for the current year (start of February to start of next February). You may click on any one of the four bonus choices to select that bonus. Bonus effects last only through the current year.

Gift Bonus: The gift bonus is based on the number, food and material traditionally associated with the Element. The program picks one of the commodity types for that element, but only if it is available in the mission. In addition to the commodity gift, your palace menagerie (if built) receives one animal type that it does not already have.

Element	# of loads	Possible commodity gift			
Wood	8	Wood	Lacquerware	Lacquer	Wheat
Fire	7	Bean Curd	Weapons	Meat	Bronzeware
Earth	5	Clay	Ceramics	Stone	Millet
Metal	9	Bronze	Iron	Steel	Hemp
Water	6	Millet	Salt	Fish	Tea

Reduced Building Cost Bonus: If you select this bonus, building costs are quartered for all of the following structures based on the year's Element:

Element	Building cost reduced to 1/4 normal for...					
Wood	Logging Shed	Catapult Fort	Mulberry & Lacquer Trees	Lacquerware Maker	Flowering Tree	Wheat Field
Fire	Infantry Fort	Chariot Fort	Crossbow Fort	Weaponsmith	Soybean Field	--
Earth	Kiln	Clay Pit	Stoneworks	Walls	Laborers' Camp	Millet Field
Metal	Mint	Cavalry Fort	Bronzeware Maker	Bronze & Iron Smelters	Steel Furnace	Hemp Field
Water	Well	Salt Mine	Irrigation Pump & Ditch	Ferry	Pond	Millet Field

Improved Yield/Production Bonus: If you select this bonus, you get doubled production for certain buildings and/or crop yields, depending on the Element for the duration of that year.

Element	Production increased for...			
Wood	Mulberry Tree	Lacquer Tree	Logging Shed	Wheat Field
Fire	Weaponsmith	Soybean Field	--	--
Earth	Kiln	Clay Pit	Stoneworks	Millet Field
Metal	Bronze Smelter	Iron Smelter	Steel Furnace	Hemp Field
Water	All Wells evolve	Salt Mine	All field and orchard tiles 100% fertile	Millet Field

Defensive Military Bonus: If you select this bonus, you get a *defensive* military benefit (only applies on your map) based on the Element for that year:

Element	Your Troops	Invading Troops
Wood	+30% Bonus to Morale	Attack values lowered 20%
Fire	+30% Bonus to Speed	Lose Morale 30% faster
Earth	+20% Bonus to Hit Points	Battering & catapult attacks 50% less effective
Metal	+20% Bonus to Attack values	Speed reduced 30%
Water	+20% Bonus to Armor values	50% harder to torch buildings

3. Tips on Entertaining the People

- Once you have sufficient food supplies and cash in your city and aren't worried about shortages, toggle the New Year's Festival button in the Entertainment Ministry from "Prompt" to "Always Hold."
- Bring Zao Jun to your city and receive free New Year's Festivals.
- Build theatre pavilions only for your elite housing. ("Remember, you must *be* the Emperor. *Be* the Emperor.")
- Each school should be able to generate enough entertainers to keep a couple different venues filled with that type of show.
- After starting the mission, open the Entertainment Ministry full report by pressing the 7 key twice. The report tells you how long before your next bonus year. Make your plans accordingly. Before it arrives, have a market square, music school and food available for the festival. Will you want a gift, lower building costs, increased production or defensive bonus?
- Though it's certainly not required, you may select the Zodiac animal associated with your own birthday using the chart below.

If You Were Born In ...	Your Zodiac Animal Is ...
1924, 1936, 1948, 1960, 1972, 1984, 1996	RAT
1925, 1937, 1949, 1961, 1973, 1985, 1997	OX
1926, 1938, 1950, 1962, 1974, 1986, 1998	TIGER
1927, 1939, 1951, 1963, 1975, 1987, 1999	RABBIT
1916, 1928, 1940, 1952, 1964, 1976, 1988	DRAGON
1917, 1929, 1941, 1953, 1965, 1977, 1989	SNAKE
1918, 1930, 1942, 1954, 1966, 1978, 1990	HORSE
1919, 1931, 1943, 1955, 1967, 1979, 1991	RAM
1920, 1932, 1944, 1956, 1968, 1980, 1992	MONKEY
1921, 1933, 1945, 1957, 1969, 1981, 1993	ROOSTER
1922, 1934, 1946, 1958, 1970, 1982, 1994	DOG
1923, 1935, 1947, 1959, 1971, 1983, 1995	PIG

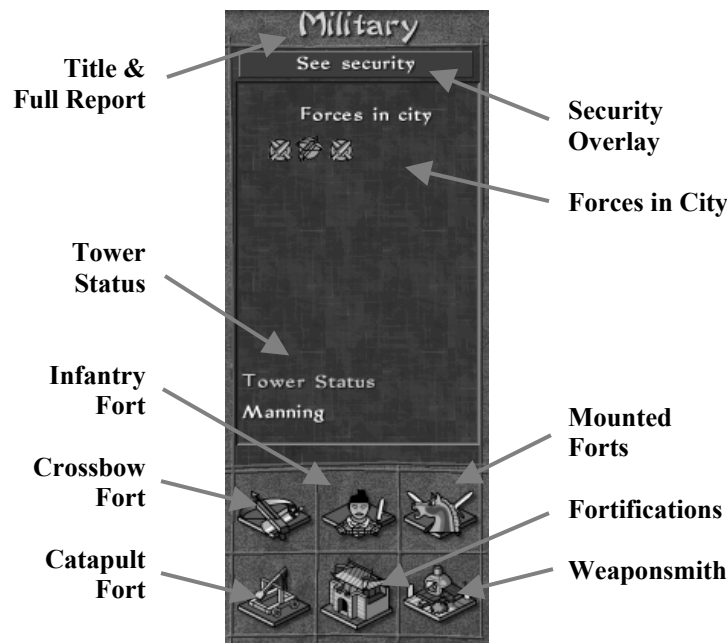
Exception: The Chinese new year varies each year, but typically occurs in late January or early February. If you were born in January, your zodiac animal may actually be the previous one in the list.

L. The Military – Combat and Defense

Military operations are important in *Emperor*. Effectively defending your city and prosecuting military operations against rival cities can spell the difference between victory or defeat. In fact, if you're conquered twice in succession, you lose the mission.

1. Defending the City (The Military Ministry)

The Military Ministry is responsible for the protection of your city. The Military Ministry is also responsible for prosecuting military operations abroad.



Title & Full Report: This area shows the ministry name. Plus, if you click on the name, details about your city's military situation appear. Your troops are listed by "company" and the number of soldiers are listed, along with the company's name (i.e., Audacious Snakes), and their current operational status.

See Security Overlay: This button highlights the Military Ministry buildings and troops in your city.

Forces in City: An icon for each of your forts appears here. Clicking on an icon centers the map view on that company's banner (see **Troops** below).

Tower Status: If you have towers and city gates, you can toggle them between "not manning" and "manning" by clicking on the status descriptor. Manned towers and gates require labor, so (if you have a labor shortage) you may want to keep them unmanned until invaders arrive.

Infantry	Audacious Snakes	Men	Status
		16	Going Home
Crossbowmen	Battling Snakes	Men	Status
		16	Fighting
Horseman troops	Celestial Snakes	Men	Status
		5	Fighting
Catapults	Clever Snakes	Men	Status
		3	Going Home
Huang Di			

Forts – Overview: Creating troops for the defense of your city and for other military operations are handled through forts. The forts available to build are crossbow, infantry, mounted (for cavalry or chariots), and catapults. Each is detailed below.

The number of forts you can build depends upon a number of factors, and no more than 12 military forts (regardless of type) can exist on a map at any one time. No military fort can be built until a *staffed* administrative city exists on that map. Once a *staffed* administrative city exists, you may build *one fort* (of any permitted type). A *staffed* palace along with an administrative city also allows a fort to be built (thus, if a player has an administrative city *and* a palace, two forts may be built – even with no Elite housing present on map). Once the fort allowed by the administrative city has been built, construction of further forts depends on the number and level of Elite Houses that are occupied, according to the following:

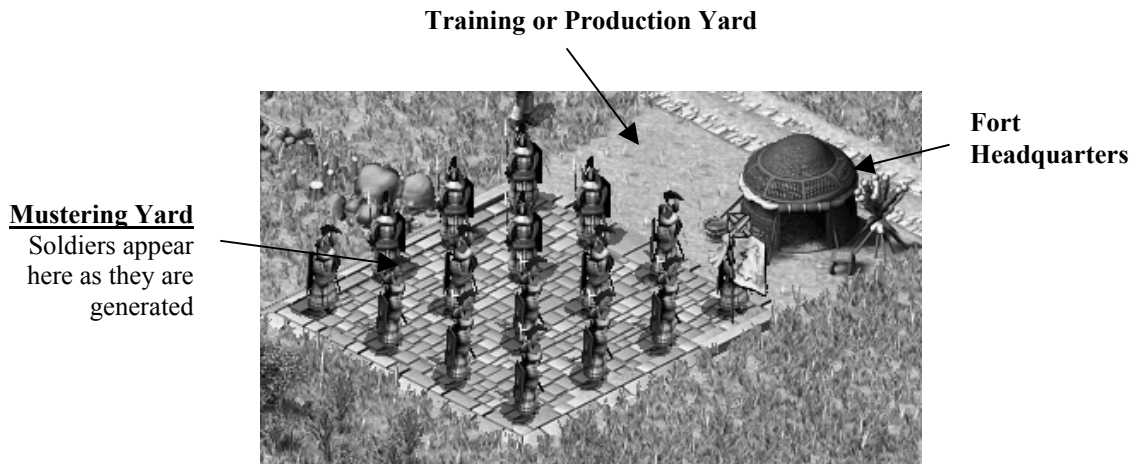
- Zero (0) extra forts are allowed for Modest Siheyuans (see p.30);
- One (1) fort is allowed per each occupied Lavish Siheyuan and Humble Compound;
- Two (2) forts are allowed per each occupied Impressive Compound and Heavenly Compound.

The number of already-placed forts does not decrease if a map's elite housing devolves or if an administrative city/palace is no longer fully staffed (or is somehow destroyed); but it cannot be increased until all of the conditions are met again.

Troops: Each fort's complement of units (whether infantry, crossbowmen, catapults, etc.) is called its *company*. When a fort is placed on the map it is immediately marked with a name and a distinctive "banner." This banner is used to give orders to the company (see below), gives some information about the company (current experience, morale level, ownership, whether it's friendly or enemy), and serves as its identifying emblem.

Mustering Troops: A fort needs employees and specific type(s) of commodities to produce (or muster) a unit for the fort. Each soldier is an individual walker, and a fort's entire company is issued commands using the fort's banner (see below). When a fort's company is "away" (i.e., going to another city) the fort does not produce new soldiers for that company until it returns (i.e., no casualties can be replaced nor new recruits added until the fort's company has returned "from abroad"). Below is a list of the commodities needed for each fort to produce one soldier.

Type of Fort	Weapons required (loads)	Wood required (loads)
Infantry Fort	1	0
Crossbow Fort	1	½ (50 units)
Cavalry Fort	1	0
Chariot Fort	1	2
Catapult Fort	2	4



Crossbow Fort: A crossbow fort can hold one company of 16 crossbow-equipped soldiers. One load of weapons and a half load (50 units) of wood are required to produce one crossbowman (see above). Crossbowmen do well in ranged combat but are weak in melee.



Infantry Fort: An infantry fort can hold one company of 16 infantry soldiers. Each load of weapons received by an infantry fort produces one infantry soldier. Infantry have no ranged combat but do well in melee. *Infantry and catapults (see below) are the only units that can bash through enemy walls.*



Mounted Forts: There are two types of mounted forts: cavalry and chariot.

Cavalry Fort – A cavalry fort can hold one company of eight cavalry soldiers. One load of weapons is required to produce one cavalry soldier. Cavalry can fight both in melee and ranged combat. *The Chinese did not use cavalry extensively until the Warring States period (about 480 BCE), though some northern Chinese provinces picked up on their use earlier (due mainly to their proximity to the northern Xiongnu nomads who were predominantly horse-mounted).*

Chariot Fort – A chariot fort can hold one company of four chariot teams. Two loads of wood and one load of weapons are required to produce one chariot team. Chariots are superior in melee but also have ranged combat ability. *Chariots did not come into use until about 1250 BCE and were falling out of favor by the Qin Dynasty (220 BCE).*

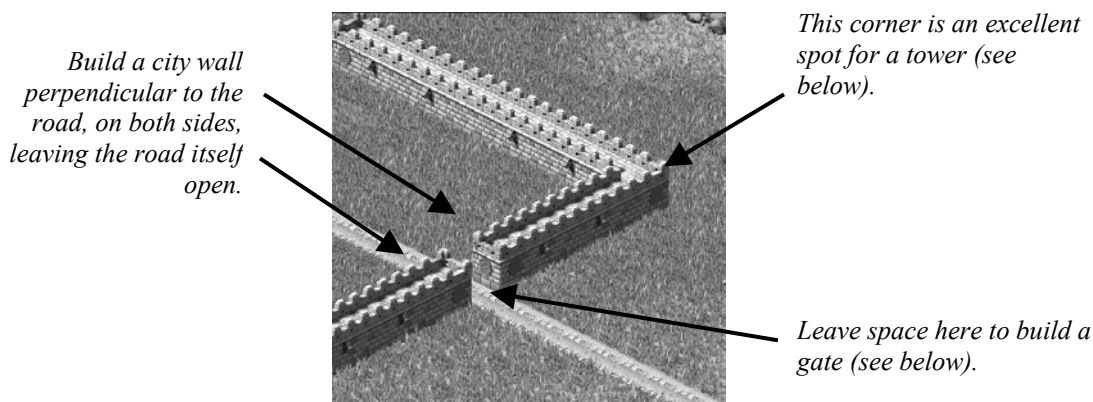


Catapult Fort: Like a chariot fort, a catapult fort holds one company of four catapult crews. Two loads of weapons and four loads of wood are required to produce each catapult. A catapult hurls rocks and is useful for attacking rival cities' defensive fortifications and for "counter battery" fire vs. attacking enemy units (enemy catapults being a primary target). *Siege weapons, came into vogue during the Warring States period (about 480 BCE).*



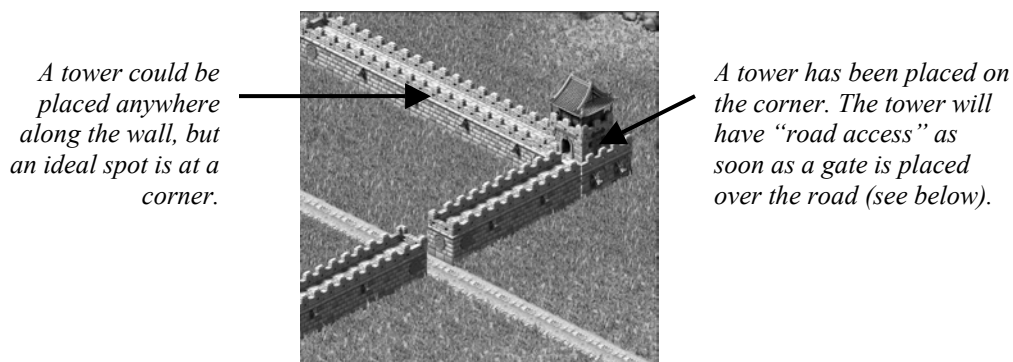
Fortifications: Fortifications are used to protect your city from hostile invasion. Fortifications include towers, city walls, and city gates. It's important not to confuse city walls and gates with the smaller, less defensible residential walls and gates, which serve an entirely different purpose (see p.100). Below is a description of each available fortification.

City Wall – City walls are very thick, highly defensible structures that can be built in similar fashion as residential walls, but of course they serve a different purpose. City walls, along with their sister towers and gates, help to defend your city against conquering hordes from lands afar.



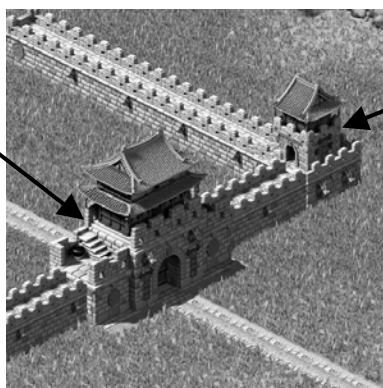
Tower – A tower can only be placed over any existing *city wall* tiles (see above) – not over residential walls or any great wall monument. Each tower (*including* great wall towers) automatically has a bow-armed guard when it has employees and road access, and it sends out a sentry to walk the nearby wall. Road *access* is obtained for city wall towers in one of three ways:

- A road is adjacent to any side of the tower (like any other type of building), **or**
- A path of city wall tiles connects the tower to another tower that is adjacent to a road, **or**
- A path of city wall tiles connects the tower to a city gate (see below).



City Gate – City gates can only be built over *and* perpendicular to a road, and continue to perform double duty as roadblocks, turning back roaming walkers. In addition, a city gate can only be placed over existing city wall sections (at least two on each side of the road). A city gate is thicker and thus defensively stronger than the smaller residential gate. Like a tower, a city gate, when it has employees and road access, automatically produces bow-armed sentries (one at either end of the structure) and it sends out another sentry to walk any nearby city wall sections.

A city gate has been built over the road. This gives “road access” to the tower, which it needs to generate guards.



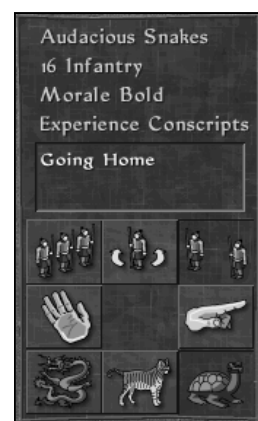
The tower now has “road access” because it’s connected through the city wall to the city gate.



Weaponsmith: The Weaponsmith needs bronze, iron or steel (depending on the current time period) and produces the generic “weapon” needed by the various Forts (see above).

2. Commanding the Troops

As stated above, each fort produces soldiers who comprise a “company” that can be given orders as a single body. As soon as at least one soldier appears in a fort’s mustering yard, you’re ready to begin giving orders. Naturally, you may wish to wait until a fort has mustered enough troops to be effective, but nevertheless, as soon as soldiers appear, they’re ready to go. “Morale” indicates how willing the company is to fight. If morale plummets too low (for example, through troop losses in combat), the company will flee. The height of the tassel on the company’s banner pole also indicates the current morale. A company regains morale at its fort. “Experience” indicates the company’s fighting ability. Experience is gained through combat by destroying enemy troops. The more experience a company has, the more proficient in arms it becomes. The number of streamers (one to five) on a company’s banner graphically indicates its experience; one streamer represents the lowest experience and five indicates the best.



To give a friendly company an order, first left click on its banner or one of its soldiers. When the company is selected, the Company Control Panel will display several buttons used to give orders to that company. The type of company selected determines the orders available.



Full Fist Formation: When given this order, the company proceeds toward the rendezvous point (i.e., where its banner has been placed; *you place the banner by clicking on the map where you wish the company to go*). Once there, the company adopts a concentrated formation. A company in fist formation has a morale boost, but is more susceptible to missile fire.



Empty Palm Formation: When given this order, the company proceeds toward the rendezvous point (i.e., where the company's banner has been placed; *you place the banner by clicking on the map where you wish the company to go*). Once there, the units adopt a dispersed formation. A company in palm formation is spread out and thus tends to take less damage from "indirect fire" missiles (i.e., catapults and archer) since a dispersed group of men is a harder target for indirect fire than a compact mass.



Change Facing: This order is used to rotate the direction the company is facing. In this way, you can place the soldiers across the enemy's line of advance.



Halt: This order is used to stop the movement of the company. The units will then congregate around their banner, using the last formation order they received.

"It is easy to dodge a spear that comes in front of you but hard to keep harm away from an arrow shot from behind."
-- Chinese Proverb



Return to Fort: This orders the company to return to its fort.

Company Aggressiveness Level: In addition to giving a company a specific order, you can also assign it an aggression level (except catapults, see below). You do this by selecting one of the three aggression buttons listed below the orders buttons. A company's aggressiveness level determines the distance it will stray from its banner to attack enemy units. The higher the aggressiveness rating the farther the company will roam in search of the enemy.



Fierce Dragon: A unit with this aggression level will pursue enemy units detected within a 30-tile range.



Alert Tiger: A unit with this aggression level will pursue enemy units detected within a 15-tile range.



Armored Turtle: A unit with this aggression level will generally remain in place and defend a 5-tile radius.

Military Unit Types: Up to this point, we've discussed how to build forts and muster military troops. Now it's time to discuss the various military unit types in more detail so that you'll better understand how to use them.



Infantry: An infantry company can be given a *fist, palm, halt, change facing*, or *return to fort* order. Infantry companies represent the foot soldiers commonly found in ancient Chinese armies. Infantry units have an inherent “battering ram” which can be used to attack walls, towers and gates. When an infantry soldier comes up against such a structure blocking its route (and if it is not otherwise engaged fighting with enemy units), there’s a good chance the soldier will begin pounding on that structure with his battering ram. Each hit by a ramming log does a minimal amount of damage to the structure; thus, several hits are required to destroy the structure. Infantry can also set buildings on fire.



Crossbow: A crossbow company can be given a *fist, palm, halt, change facing*, or *return to fort* order. Crossbow companies represent the non-mounted missile troops commonly found in ancient Chinese armies. When a missile soldier targets a building, he automatically shoots a flaming arrow that may set the building aflame. Otherwise, a missile soldier shoots a non-flaming arrow. A missile soldier has a good chance of hitting his target each time he fires. But if the shot misses, it lands in one of the eight tiles surrounding the intended target’s tile. A target, even if friendly to the missile soldier that happens to be in the tile that an off-target arrow strays into, is hit instead and may be damaged. Crossbow companies do not have inherent battering rams.



Cavalry: A cavalry company can be given a *fist, palm, halt, change facing*, or *return to fort* order. Cavalry companies represent the mounted “missile” troops commonly found in ancient Chinese armies. Like crossbowmen, cavalry automatically fire flaming arrows at buildings and may set them aflame. However, they do not have an inherent battering ram.



Chariot: A chariot company can be given a *fist, palm, halt, change facing*, or *return to fort* order. Chariot companies represent the mounted/war carriage troops commonly found in ancient Chinese armies. Chariot companies function in many ways as cavalry companies but are best at melee. However, they cannot set buildings aflame nor do they have inherent battering rams.



Catapult: A catapult company can be given a *fist, palm, halt, change facing*, or *return to fort* order. *A catapult company cannot be assigned an aggression level, however (see above).* Catapult companies represent the siege engine commonly found in ancient Chinese armies. Catapults are a type of missile-firing unit that can attack from a much longer range than crossbowmen. Catapults fire a “rock” (or burning projectile) that damages most structures (except monuments) and usually eliminates any walker it hits. A catapult is slow and extremely vulnerable to melee and therefore should be used as a long-range weapon.

Unlike other missile troops, a catapult has a *minimum* range of five tiles; a target that is less than the minimum range distance cannot be affected by missile fire from that

catapult. The “rate of fire” of a catapult is relatively slow, but the damage inflicted by it is usually sufficient to eliminate most “walker” units it hits or, for some small structures, reduces it to rubble. A catapult’s rock missile causes a fairly massive amount of structural damage to each building it hits, so your catapults are best employed to attack enemy cities.



Tower and Wall Sentries: Tower and wall sentries, though not classified as military troops in the traditional sense (i.e., they don’t require forts to produce), are still very important to the defense of your city. A tower must have road access – or a city wall connection to another tower or city gate with road access – in order to create sentries. Towers are immediately manned with tower and wall sentries if road access exists and the tower has full employment. Tower sentries stand atop the tower and shoot arrows at enemies, and towers create wall sentries if adjacent to a city wall (*wall sentries never patrol on residential walls nor on great walls monuments*). Remember to turn your Tower Status to “manning” in the Military Ministry full report (see p.109) when enemies are on the map.

Great Wall Tower Sentries: The tower portion of a Great Wall monument (see p.93) automatically generates tower sentries as long as that tower can trace a contiguous path of completed Great Wall sections back to that Great Wall’s gatehouse. Only the Great Wall gatehouse needs to have road access. Great Wall sentries never patrol along the wall; they stand within the tower that created them.

Heroes: Some heroes have military qualities, thus making them useful for combating enemy units. See p.81 for more information about the military uses of Huang Di, Sun Tzu, Guan Di, Bodhidharma and Sun Wu Kong.

3. The Enemies of China

Emperor features a variety of enemies for you to confront and do battle with. As you progress from the Xia Dynasty to the Shang, etc., your enemies gradually increase in strength until the most fearsome, the Mongols, are encountered during the final missions of the game. Below is a brief description of each enemy you may encounter.



Enemy Chinese Armies: Probably the most common enemy, especially during the frequent periods of disunion (such as the Warring States and Three Kingdoms periods), is the armies from neighboring Chinese cities or provinces. Enemy Chinese armies are composed of troop types similar to your own army: infantry, crossbowmen, cavalry, etc. *Only enemy Chinese armies will contain chariot companies.*

The Xiongnu: First appearing during the Shang Dynasty, these horse-mounted, bow-armed nomadic warriors from the north and west were a long-time adversary of the Chinese. The typical Xiongnu army contains mostly cavalry and some infantry (no chariots, foot archers or catapults).





The Koreans: The Chinese established settlements in northern Korea, and had to do battle with native forces there. Korean armies consist of foot archers and infantry (no chariots, cavalry or catapults).

Viets: The Chinese established settlements in northern Vietnam (also called Annam), and had to fight with native forces there. Viet armies consist of foot archers and infantry with very light armor (no chariots, cavalry or catapults).



Tibetans: The Tibetans, to the west and southwest of China, were first encountered during the Tang Dynasty. Tibetan armies consist of well-armored infantry and bow-armed cavalry (no chariots, foot archers or catapults).

Khitan: The Khitan horsemen battled the Chinese during the Song dynasty (12th century). Khitan armies consist of mounted warriors armed with composite bows, infantry, and catapults (no chariots or foot archers).



Mongols: Beginning after 1206, your most fearsome enemy, the Mongols (under the leadership of Genghis Khan) appear and show you how war is supposed to be waged. The most common Mongol unit is the cavalry company, whose soldiers ride proudly atop small Mongolian ponies. The Mongol cavalry soldier is armed with a composite bow for ranged fire, and a short sword for horseback-mounted melee. The Mongol army may also contain catapult, sword-armed infantry and missile troops (but no chariots).

4. Conquering Cities

Starting with missions in the Zhou Dynasty, you may be asked to “conquer” neighboring cities to satisfy mission objectives. Conquering cities is conducted by your military. Invasions are launched using controls on the Empire Map (see p.72). The basic procedure is as follows:

Step #1 – Build an Army. You cannot conquer an enemy city unless you have some semblance of a military force. Creating a military force is conducted through building weaponsmiths and forts. Exactly which forts (and therefore, unit types) to construct depends upon the city you are trying to conquer. If the city has fortifications (i.e., city walls), then you’ll need a lot of infantry and catapults that have the tools necessary to break through. If the city does not have such fortifications, then you may opt to generate cavalry and crossbowmen who can fire flaming arrows at buildings. There’s absolutely nothing wrong with creating a balanced force of foot soldiers, mounted soldiers and siege engines in any case. All military units have value, so begin creating your force right away.

As part of step 1, you should also begin a diplomatic and spy campaign against the city you wish to conquer. If you haven't already, send an emissary to the city to discover the city's military strength, whether or not it is fortified, its favor toward you, and what it trades. Next, send a spy to "gather information" at the target city (have him provide a spy map if it's a player city). Such a spy will give you advance warnings about that city's activities. You should also send a spy to sabotage the target city's military – as it will slow down the growth of its army. It would also be wise to win the diplomatic favor of other cities (for example, through gifts and alliances), so they will support your attack or, at the least, not attack your city while your army is away. Once you have a reasonably good idea on the make-up of the target city, and are satisfied with the diplomatic relationships with your other neighbors, you can proceed with the invasion.

 The military strength of a city is indicated abstractly by the number of shield icons next to it; the more shields it has, the more troops it has. Fortified cities are shown by a wall around the city icon if available; it's best to send some catapults with your force when attacking fortified cities.

***Fortified City.** This city has a wall around it.*

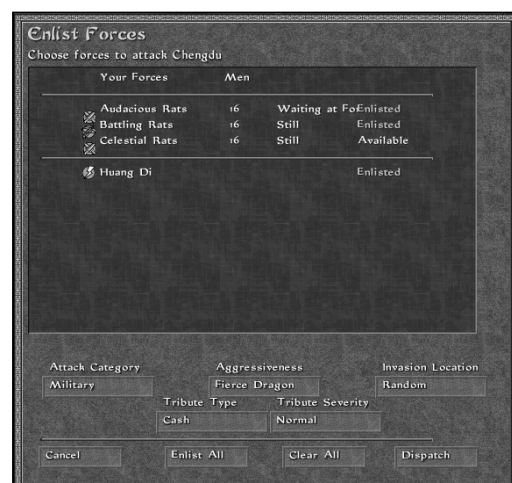


***Non-Fortified City.** This city does not have a wall around it.*

Step #2 – Select a City to Invade. To attack a city, go to the Empire Map (see p.72). On the Empire Map, click on the city you wish to conquer.

 **Step #3 – Select “Conquer This City” Button.** Once you have the city chosen, select the “Conquer this City” button to begin the invasion. Doing so opens the Force Enlistment dialog.

Step #4 – Enlist Forces. The Force Enlistment dialog lists the companies of your military force and their availability for the invasion. Using this dialog, you can pick which companies will participate in the invasion. You may send all of your troops or you may send a small portion ... whatever you like. Ideally, you should keep some troops at home for defense. Those troops already on other conquest missions will not be available, and they may not be selected for the current deployment. If Huang Di, Sun Tzu, Guan Di or Sun Wu Kong is active in your city, he could join the invasion force. In addition, you may call upon one ally to join you in the attack.



Step #5 – Select Attack Category. Although you never have direct control of your troops when attacking another city, you can give them a principal objective by assigning an attack category. Click on the category descriptor to change it. The categories include the enemy's military buildings, infrastructure, industry, housing, food supply, rampage and random. The rampage category gives your force the license to attack everything in the enemy city. But you may want to cripple a specific part of his city (such as food supply). The plunder your troops return with will usually reflect the attack category you assign them.

Step #6 – Select Aggressiveness. The three choices are Fierce Dragon, Alert Tiger, and Armored Turtle (see p.114). Click on the aggressiveness level to change it. The less aggressive you tell your force to be, the less they will press their attack, but the more likely they will live to fight another day rather than die on enemy soil.

Step #7 – Select Tribute Type and Severity. You can choose the commodity (or cash) that you want the rival city to pay you by clicking on the type, which opens a dialog. If the city surrenders to you, it will owe you this in annual tribute. In the case of computer-controlled cities, you'll get a larger amount of tribute if you select something that city already produces (i.e., is willing to sell). Click on the severity setting to change the tribute level to normal, harsh or mild. The city's willingness to meet your demand, and how it favors you afterwards, are influenced by the tribute level. A city is more likely to fight against a harsh demand but accept a mild one.

Step #8 – Select Invasion Location. In multiplayer games *only*, if you have a spy map of the city you are attacking, you'll notice one or more numerals on the map. These indicate the invasion points on that map. You may select a specific point or let the program choose one randomly. When your attack force arrives at that city, it will enter at that point on the map.

Step #9 – Dispatch Troops. Once you're satisfied with all of your invasion decisions, select the "Dispatch Troops" button to start the invasion. When you return to your city, all the companies assigned to the invasion will now march off the map and will continue to march until they reach their objective and conduct an invasion.

Invasion Success: Once your invasion force arrives at the target city, it attacks. At that point, you'll either win, lose, or be bribed (which is the same as losing, but your troops return home with money from the invaded city – and this money goes into your treasury). You're not personally in charge of the assault against the target city. After the assault occurs, you'll receive a message telling you the result. If you win, the conquered city becomes your vassal, and your forces may return with some plunder; if you fail, your forces (of course) have been thwarted and will limp home licking wounds ... if they return at all. Every invasion attempt, whether it succeeds or not, will create some troop casualties. So don't be surprised to lose soldiers. War is hell.

5. Tips on Building a Powerful Military

- An army is not built overnight. If a mission goal requires you to conquer another city or cities (or the mission introduction hints at possible hostilities), it's a good idea to start building your army as soon as you can.
- Use diplomacy before you launch an invasion. The military is just one tool of diplomacy. If you ignore diplomatic favor and alliances before you embark on conquest, then you have much to learn about *the art of war*.
- An ally with high favor toward you can send defensive aid to your city, provide support for your invasion, or strike a common enemy per your diplomatic request.
- Send saboteurs against your enemy's military early.
- Surround the vital parts of your city, such as your housing wards and administrative buildings, with city walls and towers. Some agriculture and industries can be left outside the wall – it is sometimes too difficult and costly to enclose everything.
- Enemy troops can cross water barriers!
- Make offerings to a military hero so he can appear in time to help defend or take part in an invasion. Military heroes are quite strong in combat.
- Don't send away all of your army. Leave something for defense. Since only one ally can join you in an invasion, request a second ally to send you defensive aid before your army leaves. The stronger your force at home, the less chance rivals will attack you while most of your army is on campaign.
- Give gifts to rivals that you're not attacking to win their favor. In effect, you're paying them to look the other way while your army attacks another city.
- Send off full companies; keep those that don't have full complements at home so they can keep recruiting.
- If an ally asks you for military help, send something as soon as you can. Time may be more important than size of force, particularly if your troops show up after the battle.
- Remember to man your towers when the enemy invades!
- Don't surrender if you can bribe the enemy away or if you think you have enough force to defeat them. If you become a vassal and are conquered again, you will lose the mission.
- A successful defense may cause casualties among your troops, but you'll collect weapons as spoils of war.

M. Open Play Missions

In addition to the historical missions included in *Emperor*, you may also play open-ended missions where your objective is simply to build the best city you can with no time limit or pressures. On the Choose Game screen (p.13), select the Open Play button to play an open-ended mission. This takes you to the Open Play dialog. The Open Play Dialog asks you to set a number of conditions under which your mission will be played.

- Select a **period** you wish the mission to be played (either bronze, iron, or steel).
- Select a **difficulty level** between very easy and very hard.
- Select a **density of city** (either low, medium, or high). This setting indicates the number of other AI-controlled cities on the Empire Map (see p.72).
- Select a **non-player relation** (either neutral, aggressive, ferocious, peaceful, or harmless). The setting you choose will determine the attitude all cities have towards you. Obviously, choosing an aggressive or ferocious posture means you'll be having a lot of enemy armies over for dinner.
- Select a **disaster frequency** (either none, rare, occasional, frequent). This indicates how many floods, earthquakes, or droughts you may have during play.
- Select **city map** to select a pre-designed map. Setting the option to "random" asks the game to select one for you.



Random Seed Feature: The Random Seed feature allows you to “save” the mission you’re about to play. After setting play options, type in any alphanumeric name (or some sort of identifier) for the city map in the space provided. If, after playing, you wish to play again on the *exact same map*, return to this screen and type in the identifier *in exactly the same way* as you typed it in the first time. Afterwards, select “Play Game” and the same map appears as before. One word of caution, however. If you change *any* of the options before typing in the seed identifier, the game generates an entirely new map. So make sure your settings are exactly the same as they were the first time you typed in the identifier. The exception to this is the difficulty setting; you can change this without changing map generation.

Once you’ve made your selections, you’re ready to play. Select **Play Game** to begin. The city map opens and you’re ready to go. From here, play proceeds as normal.

No Mission Goals: There are no mission goals in Open Play missions.

N. Scoring the Game

Each non-open play mission in *Emperor* has specific goals associated with it (as listed below). At the end of each mission, you're given a score based upon your performance in each *goal* for that mission, on the time it takes to complete the mission, and on the difficulty level at which you're playing. If you complete a mission/scenario with a higher score than any previous playing of that mission/scenario, your high score is recorded in the Imperial Record, which is accessed through the View High Scores button of the Main Menu (see p.11).

1. Mission Goals

Mission goals may include any of the following, singly or in combination. Click on the Review Mission Goals button at the bottom left corner of the control panel (see p.16) to view the goals status for the mission you're playing.

Population Goal: This goal requires your city to reach a minimum population (for example, 3,000 people). If a mission has a population goal, you'll receive a population score based upon your final population divided by 10.

Treasury Goal: This goal requires your city to have a minimum amount of cash in its Treasury. If there is a treasury goal in the mission, then your final score will be your final treasury divided by 25. However, if there is not a Treasury goal, your score still includes points for your final treasury divided by 50.

Monument Completion Goal: This goal requires your city to complete the specified monument(s). For each monument built in a mission, the score will be the monument's percent complete times the base point value of each monument. Monument base point values are listed below:

<u>Monument</u>	<u>Base Point Value</u>
Great Temple	100
Splendid Temple	150
Temple Complex	200
Grand Temple Complex	300
Tumulus	150
Grand Tumulus	200
Large Palace	200
Underground Vault	500
Grand Canal	400
Earthen or Stone Great Wall	500
Clock Tower	100
Grand Pagoda	150

In single play missions, the "percent complete" will always be 100%, since it's required that you complete the monument to achieve victory; however, in multiplayer missions, the "percent complete" equals the percentage of the monument you completed at the moment the missions ends.

Palace Menagerie Goal: This goal requires you to achieve a specified number of animal types in your palace menagerie (see p.71). You score 25 points for each animal type in the menagerie when it is a goal, or 10 points for each type when it is not a mission goal.

Trading Cities Goal: This goal requires you to establish trade with other cities, which is handled through trading stations and/or trading quays (see p.65). To fulfill the goal, you must have at least the specified number of cities as trading partners at the same time. Your final score will be the number of trading partnerships you have times 50 if there is a trading city goal in the mission.

Vassal Cities Goal: This goal requires you to conquer (see p.73) other cities. To fulfill the goal, you must have at least the specified number of cities conquered at the same time. A vassal city that is in rebellion does not count toward the goal. Your final score will be the number of vassal cities times 250 if there is a vassal city goal in the mission.

Housing Goal: This goal requires you to have a minimum number of a specified amount of population (see “population goal” above) in any one specified housing level (e.g., a population of 300 in *spacious dwellings*). A mission can have more than one housing goal (e.g., a common housing goal and an elite housing goal). Your final score will 100 for each housing goal satisfied.

Production Level Goal: This goal requires you to have an annual production level of a specified commodity (such as ceramics, bronze, etc.). A mission can have more than one production goal (e.g., a ceramics goal and a bronze goal). Your final score will be 100 for each production goal satisfied.

Homage Level Goal: This goal requires you to have an active hero (see p.81) for a specified number of cumulative months (but not necessarily sequential). Enemy heroes (those from other cities) do not count, but you could use different heroes at different (non-consecutive) times to satisfy the goal. For example, if the goal was an active hero for 24 months, you could satisfy it by having Shen Nong for 11 months, and later having Guan Yin for 13+ months. Your final score will be the number of months you’ve had an active hero times 10 if there is an active hero goal in the mission.

Allied Cities Goal: This goal requires you to have a specified number of other cities as allies (see p.74). Your final score will be the number of allied cities you have times 150 if there is an allied city goal in the mission.

Profit Goal: This goal requires you to have a specified annual profit. Your final score will be the highest annual profit divided by 25 if there is a profit goal in the mission.

The following table provides a summary of all mission goals as defined above:

Goal	Score If a Goal for the Mission	Score If NOT a Goal
Population	City Population / 10	0
Treasury	City Treasury / 25	City Treasury / 50
Monument Completion	Percent complete x monument base point value	N/A (can’t build if not goal)
Menagerie	25 x Animal Types in Menagerie	10 x Types in Menagerie
Trading Cities	50 x Qualified Trading Partners	0
Vassal Cities	250 x End-Game Vassal Cities	0
Housing	100 per Housing Goal Satisfied	0
Production Level	100 per Production Goal Satisfied	0
Homage Level	10 x Months City has Active Hero	0
Allied Cities	150 x End-Game Allied Cities	0
Profit	Highest Annual Profit / 25	0

2. Losing a Mission

There are two ways you can lose a mission (three if you call it a loss to voluntarily give up and click on “Replay mission” in the File Menu, but if you want we can look the other way and pretend you clicked on it by mistake). When you lose a mission, you’ll have the opportunity to replay it with the benefit of knowing what to expect. Or, as a shortcut, you could load an earlier saved game of that city and make different decisions to follow a slightly different path without having to replay it from the beginning.

Debt: If your city is in debt continuously for 36 months, then the Mission is lost. This represents an economic failure. The city’s workers have not been paid for several years and are mighty unhappy about it (have you ever worked three years without pay?).

Military Defeat: You can never win a mission while your city is vassal to another (i.e., you’ve surrendered to or been conquered by another city). Furthermore, if you’re currently a vassal and you’re attacked again, then you must bribe the attackers away or win the battle to avoid losing the mission. In some cases, even if you’re not currently conquered, a computer-controlled city that attacks you is so militarily strong that you’ll never be able to throw off the vassal status through rebellion. In cases like this, you must bribe the attackers away, win the battle, or lose the mission.

3. Scoring a Multiplayer Scenario

Scoring in multiplayer games is somewhat different than for single player historical missions. See Section O below for details about multiplayer scoring.



O. Playing Multiplayer Missions

To initiate a multiplayer session follow the steps below.

1. Starting a Multiplayer Game

Multi-Player Scenario

Step #1 – Choose the *Multiplayer Scenario* button from the main screen. This opens the *Emperor* Lobby Connection screen, as shown below. This screen is the launch point for starting multiplayer games.

Step #2 – At this point, you have one of two options. If this is your first multiplayer game session, then you must set yourself up as a new user by clicking the **Create New User** button. This refreshes the right panel of the screen, where you're asked to type in information: User name, password, email address, etc. *For details, see below.* If this is not your first game, and you're already logged in as a user, then proceed to step #3.



Step #3 – Once you've created a new user, you must *log in* by entering your Username and Password in the fields provided on the Emperor Lobby Connection screen (and/or by selecting one of two buttons mentioned below).

If you click the **Login** button beneath your password, you will go to the Sierra OnLine Quick Play Welcome page, pictured below.



If you click **Other Multiplayer** in the bottom status panel, you will go to the screen pictured below. This is the connection type most ideal if you're playing via a LAN.



Sierra's lobby server "online help" provides more details about all these functions and you are welcome to access that information at anytime.

2. Creating a New User Profile

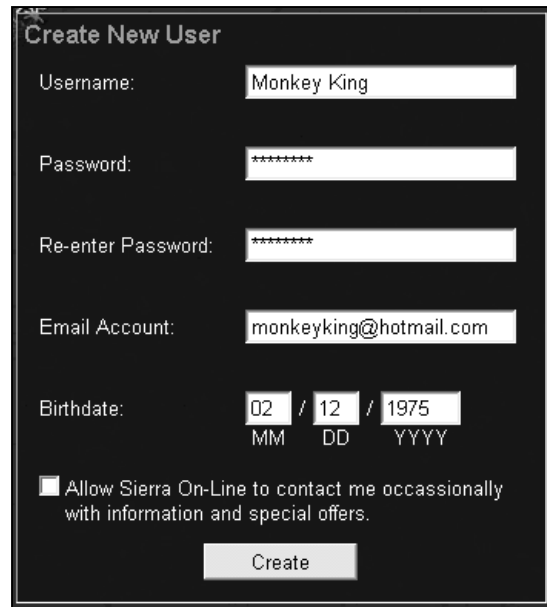
As stated above, if this is your first multiplayer game of Emperor, then you must create your user profile so that subsequent log-ins function properly. The Emperor lobby

connection screens provide online help which explains the log-in procedures in details, but below are the basics.

Step #1 – Type in User Name. Type in your user name first. This can be your real name, a “handle” that you use frequently for other online games, or whatever you choose. It’s possible, however, given the volume of online game players, that you may come up with a user name already spoken for. If so, the lobby server tells you so and you must find another name.

Step #2 – Type in Password. Type in a password that you (alone) know. The password must be at least four characters. The password you choose will be associated with your user name from now on.

Step #3 – Re-enter Password. Just to be sure you’ve type in the correct password, re-enter it here. This confirms your selection.



Step #4 – Type in Email Account. Type in your email account in this field. It must be a legitimate account.

Step #5 – Type in Birthdate. Type in your birth date here, divided my month (MM), day (DD), and year (YYYY).

Step #6 – Promotional Materials from Sierra Online (optional). If you wish, you may check mark the box alongside the option to receive info and special offers from Sierra On-line. This is an optional step and is not required for user creation.

Step #7 – Confirm User Info. Select the Create button to confirm your user information. This registers you for future play for *Emperor* multiplayer (online) games.

Step #8 – Login. After having your user information confirmed with step #7, you may immediately log into Emperor’s multiplayer lobby by selecting the Login button in the upper left corner of the screen. You are now ready to play!

For any further details, online rules and regulations, etc. please refer to the online help provided by Sierra Online.

3. Playing Multiplayer Games in *Emperor*

After logging in, there are more procedures you must go through to determine who shall be the “host” player and the “join” players. Follow the instructions provided under the Help tab, located on the “welcome” screen for Sierra Online’s lobby server. Once you’ve

determined host and join players, picked a campaign, a mission, etc. you're ready to start play.

Playing multiplayer missions in *Emperor* is basically the same as playing single player historical missions, with a few exceptions. Each player has the same mission goals, as per the normal game; however, the scoring for achieving goals is different (see below). In addition, there are some special features and functions available to you in multiplayer missions.

See Players Feature: Under the File Menu (p.15), select **Players** to open a dialog listing the names of the players currently in the game and the month/year each one is at (BCE years are indicated as negative values). If you are the “host” player, you may (at your discretion), “kick” a player out of the current gaming session (if that player is disrupting the game, etc.). Take caution when using this feature, because once a person has been kicked out of the game, he cannot return unless everyone quits the session and the host starts a new session using a saved game.

Game Speed: The game speed function (see p.15) is activated during multiplayer games but serves little purpose, as the program monitors the progress of each player and adjusts the speeds accordingly. Each player progresses at an independent speed, depending on how much time they spend on the Empire Map or studying messages and full reports (each of which pauses the game on their computer), as well as the processing power of their computer. However, the program makes sure no one player gets more than two months ahead of any other player. When a player gets too far ahead, the program automatically slows the game speed on that computer until the other players are closer in game time. Therefore, manually increasing your game speed in a multiplayer game is wasted effort, because the program will automatically throttle it back. You can check the game month that each player has reached using the Players dialog under the File Menu. If you're ahead of everyone else, spend more time planning, studying the full reports, and/or conducting operations on the Empire Map.

Chatting: Like all multiplayer games, *Emperor* provides an in-game “chat” function that allows you to send messages to other players. To send a message, press the <ENTER> key on your keyboard. This opens a text field. In this field, type in your message, and then press <ENTER> again to send it. The message appears on the screen in the top center, and will indicate the author of the message. You cannot send messages to individual persons using this chat function. Sending private messages is handled through the Empire Map (see below).

Chat History: You may view chat history by selecting the View Message button (p.19) to open the messages dialog. In this dialog, select the view **Chat History** button. This opens a listing of the chat message sent so far in the game.

Empire Map Functions: The Empire Map (see p.72) in multiplayer games works in similar fashion to single player games. However, there are some added features available to you, and they are...

- **Spy Map** – If you send a spy to a known player city, you have the option of “gathering maps” at a small increase in cost for the spy. This tells the spy to, once he reaches the city, begin scripting maps of that city. It takes roughly a year for a spy to generate enough maps to give you a good idea of how the city looks, but once his work is completed, you’re able to “Consult the Spy Map” for that city (see p.74). The spy map for player cities reflects the terrain and layout of roads, farms, and buildings. Moving your cursor over the spy map provides tool tips about what is under the cursor, and right-clicking on a warehouse opens a dialog showing its contents. However, this information about other player cities is not the most recent – there is a time lag between when your spy gathers the map and when you receive the information. If the player city is a rival (or rebelling vassal), you’ll also notice numbers around the edge of the spy map. These are invasion points. When sending an army against a player, you can select the invasion point (see p.119), and this is where your army arrives on that player’s map.
- **Private Messages** – You may send a private message to a player if you are conducting some other form of diplomatic activity with that city, or you can just send a private message to a city (which is found under the “send diplomatic request” option – see p.74). For example, if you wish to send money or goods to a player as a gift, once you have made your gift choice, a private chat dialog appears allowing you to send a message to that player. Typically, your private message appears before the emissary arrives at the city, which gives the player time to prepare. For instance, your private message might say, “I’m sending you 16 stone for your Great Wall.” Only through this function may you send private messages.

4. Scoring in Multiplayer Games

Multiplayer goals have the same conditions as single player mission goals (see p.122), but there are two basic types of multiplayer scenarios: cooperative and competitive.

Cooperative Scenario: Everyone is on the same team in a cooperative multiplayer scenario, and everyone has identical goals (although each player has his or her own map). Typically, they start as allies. For the team to win, every player must reach or exceed the stated goals (for instance, construct a Grand Canal). Therefore, if one team member encounters difficulties, the other team members should help out. For example, if an earthquake strikes one player’s city and causes extensive damage, the other players could send relief aid in the form of gifts.

Competitive Scenario: In a competitive multiplayer scenario, everyone has identical goals (and their own map), but the winner is the player who achieves all of the goals with the highest score. As soon as one player achieves all of the goals at the end of a month, his final score is calculated, as are the scores for players who might have been ahead of him in game time. However, the game may continue until all players behind in game time have caught up to that date. For example, if a player fulfills his goals at the start of February, but another player has just started January, then the game continues until he too has reached the start of February, and then his final score is determined.

Multiplayer Score Window: During the game, you can check on every player's progress toward the scenario's goals by clicking on the Review Mission Goals button at the bottom left of the control panel, and then clicking the goals button at the bottom of the Mission Goals dialog. Here you'll find a list of the players (identified by their Zodiac animals), their current scores and ranking.



		
Score:	331	385
Rank	2	1

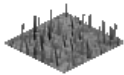
Dropped Player: A player can drop out of the game for many reasons, voluntary or involuntary: he quits the game, his server connection breaks, the host kicks him out, he meets the “lose” criteria for prolonged debt or military defeat, etc. When a player is dropped from the game for whatever reason, the other players are notified by a message, and a computer opponent steps in for that city. However, a dropped player cannot rejoin a game in progress. The remaining players can continue without him, or they can all end the session. The host can then restart the game from a save file, and all the players who have a save file matching that time can join the game.

V. BUILDING SUMMARY



BUILDING	COST	EMPLOYEES NEEDED	EFFECT ON DESIRABILITY	NEEDS INSPECTION?	FENG SHUI ELEMENT	MINISTRY & NOTES
 Acrobat School	60	9	fair	yes	earth	<i>Entertainment.</i> Performances at Market Square and Theatre Pavilion.
 Acupuncturist's Clinic	50	8	fair	yes	metal	<i>Safety.</i> Improves hygiene level of houses.
 Administrative City	180	40	superb	yes	water	<i>Government.</i> Needed to build tax offices and forts.
 Aesthetic Roads	12-16	0	fair	no	--	<i>Aesthetics.</i> Grand Way and Imperial Way. Build on existing road.
 Aesthetic Trees	7	0	fair	no	wood, water or metal	<i>Aesthetics.</i> Three types.
 Ancestral Shrine	40	4	good	yes	wood	<i>Religion.</i> Required for Ancestor heroes.
 Bronzeware Maker	60	12	terrible	yes	metal	<i>Industry.</i> Uses bronze and clay to produce bronzeware.
 Bronzeware Shop	16	4	neutral	yes	--	<i>Commerce.</i> Build in Market Square. Only elite houses need bronzeware.

 Buddhist Pagoda	95	10	good	yes	fire	<i>Religion.</i> Required for Buddhist heroes. Two monk walkers.
 Buddhist Shrine	45	4	good	yes	metal	<i>Religion.</i> One monk walker.
 Carpenters' Guild	60	25	poor	no	wood	<i>Monument.</i> Provides carpenters to work on monuments.
 Ceramics Shop	16	4	neutral	yes	--	<i>Commerce.</i> Build in Market Square.
 Ceramists' Guild	65	20	poor	no	earth	<i>Monument.</i> Provides ceramists to work on monuments.
 City Gate	70	9	neutral	no	--	<i>Military.</i> Must place on existing city walls and road.
 City Walls	4	0	neutral	no	--	<i>Military</i>
 Clay Pit	75	14	bad	yes	water	<i>Industry.</i> Produces clay.
 Confucian Academy	80	12	fair	yes	water	<i>Religion.</i> Needs paper/wood. Required for Confucian heroes. Only elite houses need Confucian coverage.
 Crop, Cabbage	5	0	neutral	no	--	<i>Agriculture.</i> Growing season August to November, harvest December.
 Crop, Hemp	4	0	neutral	no	--	<i>Agriculture.</i> Growing season April to August, harvest September.
 Crop, Millet	4	0	neutral	no	--	<i>Agriculture.</i> Growing season July to October, harvest November.

 Crop, Rice	7	0	neutral	no	--	<i>Agriculture.</i> Growing season June to September, harvest October.
 Crop, Soybean	5	0	neutral	no	--	<i>Agriculture.</i> Growing season May to August, harvest September. Produces bean curd.
 Crop, Wheat	5	0	neutral	no	--	<i>Agriculture.</i> Growing season March to June, harvest July.
 Daoist Shrine	45	4	good	yes	earth	<i>Religion.</i> One priest walker.
 Daoist Temple	85	8	good	yes	wood	<i>Religion.</i> Required for Daoist heroes. Two priest walkers.
 Drama School	70	10	fair	yes	fire	<i>Entertainment.</i> Performances at Theatre Pavilion.
 Farmhouse	50	22	poor	no	water	<i>Agriculture.</i> Produces 1-5 crop types.
 Ferry	80	0	neutral	no	--	<i>Government.</i> Must place a landing on each shore.
 Fishing Quay	50	10	bad	yes	water	<i>Agriculture.</i> Produces fish.
 Food Shop	16	4	neutral	yes	--	<i>Commerce.</i> Build in Market Square.
 Forts (5 types)	100	16- 24	terrible	no	fire	<i>Military.</i> Five types: infantry, crossbow, cavalry, chariot and catapult.
 Gardens	5	0	fair	no	--	<i>Aesthetics</i>
 Hemp Farm	40	18	poor	no	water	<i>Agriculture.</i> Produces hemp.
 Hemp Shop	16	4	neutral	yes	--	<i>Commerce.</i> Build in Market Square.

 Herbalist's Stall	30	7	fair	yes	wood	<i>Safety.</i> Improves hygiene level of houses.
 House, Common	15	0	neutral	yes	wood	<i>Population.</i> Provides majority of workforce.
 House, Elite	150	0	fair	yes	water	<i>Population.</i> Needed for additional forts; elite residents pay highest taxes.
 Hunter's Tent	32	15	bad	no	wood	<i>Agriculture.</i> Hunts pheasant, antelope or wild pig for game meat
 Inspector's Tower	16	5	poor	yes	earth	<i>Safety.</i> Prevents fires and building collapses. Has an evolved stage.
 Irrigation Pump	10	10	neutral	no	water	<i>Agriculture.</i> Increases crop and orchard production.
 Jade Carver's Studio	75	9	poor	yes	earth	<i>Industry.</i> Needs jade, produces carved jade.
 Kiln	60	12	bad	yes	fire	<i>Industry.</i> Needs clay to produce ceramics.
 Laborers' Camp	45	35	bad	no	earth	<i>Monument.</i> Provides mass labor for monument.
 Lacquer Refinery	40	12	poor	no	wood	<i>Agriculture.</i> Produces lacquer from lacquer trees.
 Lacquerware Maker	65	11	bad	yes	wood	<i>Industry.</i> Needs wood and lacquer to produce lacquerware.
 Lacquerware Shop	16	4	neutral	yes	--	<i>Commerce.</i> Build in Market Square. Only elite houses need lacquerware.
 Logging Shed	70	14	terrible	yes	wood	<i>Industry.</i> Cuts trees and bamboo to produce wood.

 Market Square	40-60	0	poor	yes	wood	<i>Commerce.</i> Common (4-shop) and Grand (6-shop).
 Masons' Guild	55	27	bad	no	earth	<i>Monument.</i> Provides masons for stonework on monuments.
 Mill	85	16	bad	yes	wood	<i>Commerce.</i> Provides food to food shop.
 Mint	100	18	poor	yes	metal	<i>Government.</i> Mines copper to make cash; increases trade profits.
 Money Printer	120	16	poor	yes	water	<i>Government.</i> Needs paper to make money; increases trade profits.
 Music School	50	8	fair	yes	metal	<i>Entertainment.</i> Performances in Market Square and Pavilion.
 Orchard, Lacquer Tree	5	0	neutral	no	--	<i>Agriculture.</i> Growing season February to June, harvest July to August.
 Orchard, Mulberry Tree	5	0	neutral	no	--	<i>Agriculture.</i> Growing season April to August, harvests June and September.
 Orchard, Tea Bush	6	0	neutral	no	--	<i>Agriculture.</i> Growing season March to October, harvests May, August and November.
 Palace	250	30	superb	yes	water	<i>Government.</i> Permits additional fort, menagerie.
 Paper Maker	70	10	bad	yes	water	<i>Industry.</i> Needs hemp to produce paper.
 Pond	15	0	good	no	water or metal	<i>Aesthetics.</i> Two types.

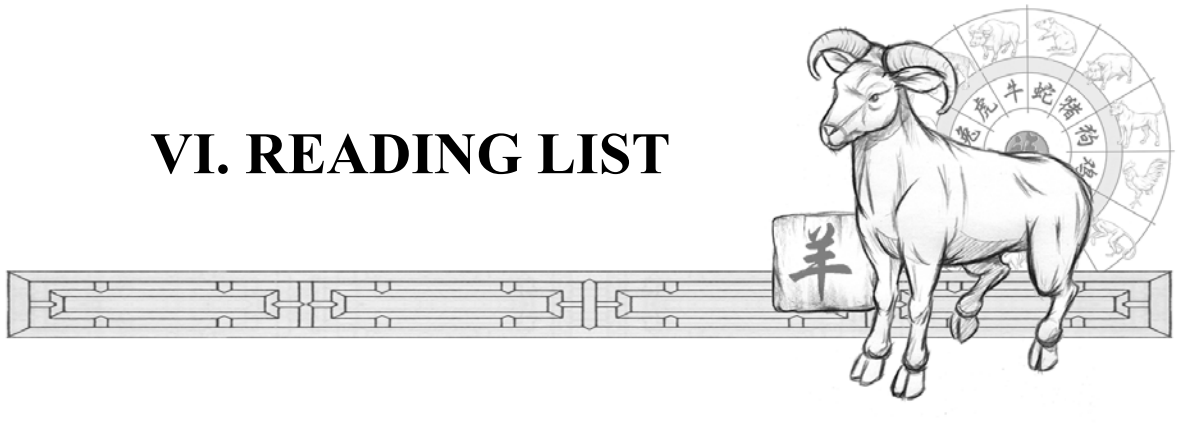
 Private Garden	25	0	superb	no	wood	<i>Aesthetics</i>
 Residential Gates	4	0	fair	no	--	<i>Aesthetics</i> . Separate toggles for market employees, religion walkers, and inspector.
 Residential Walls	2	0	fair	no	--	<i>Aesthetics</i> . Blocks (un)desirability from buildings on opposite side of wall.
 Salt Mine	180	17	terrible	yes	earth	<i>Industry</i> . Build on salt marsh; produces salt.
 Sculpture, Decorative	10	0	fair	no	fire, metal, earth or wood	<i>Aesthetics</i> . Four types.
 Sculpture, Ornate	15	0	good	no	earth, fire, water or wood	<i>Aesthetics</i> . Four types.
 Silk Shop	16	4	neutral	yes	--	<i>Commerce</i> . Build in Market Square. Only elite houses need silk.
 Silkworm Shed	40	12	poor	no	wood	<i>Agriculture</i> . Produces raw silk from Mulberry Trees.
 Smelters / Steel Furnace	80-100	19-21	terrible	yes	metal	<i>Industry</i> . Mines ore to produce bronze, iron or steel (Steel Furnace also needs wood).
 Stoneworks	120	15	terrible	yes	earth	<i>Industry</i> . Produces stone from quarry.
 Tai Chi Park	20	0	superb	no	metal	<i>Aesthetics</i>

 Tax Office	40	8	poor	yes	metal	<i>Government.</i> Needs paper/wood to function.
 Tea Shed	40	12	poor	no	water	<i>Agriculture.</i> Produces tea from tea bushes.
 Tea Shop	16	4	neutral	yes	--	<i>Commerce.</i> Build in Market Square.
 Theatre Pavilion	105	7	fair	yes	water	<i>Entertainment.</i> Hosts drama, music and acrobats for elite housing.
 Tower	60	6	neutral	no	--	<i>Military.</i> Build on existing city wall.
 Trading Quay	140	10	bad	yes	water	<i>Commerce.</i> Specific to another city.
 Trading Station	140	9	bad	yes	metal	<i>Commerce.</i> Specific to another city.
 Warehouse	40	6	bad	yes	earth	<i>Commerce</i>
 Watchtower	32	6	poor	yes	fire	<i>Safety.</i> Guards against unrest and spies. Has an evolved stage.
 Wayside Pavilions	10	0	good	no	metal or fire	<i>Aesthetics.</i> Two types.
 Weaponsmith	60	8	bad	yes	fire	<i>Military.</i> Needs metal to produce weapons.
 Weaver	60	11	poor	yes	wood	<i>Industry.</i> Needs raw silk to produce silk.
 Well	25	4	fair	yes	water	<i>Safety.</i> Has an evolved stage that provides clean (healthier) water.

Commodity Symbol	Commodity Name
	Bean Curd
	Bronze
	Bronzeware
	Cabbage
	Carved Jade
	Ceramics
	Clay
	Fish
	Game Meat
	Hemp
	Iron
	Jade
	Lacquer
	Lacquerware
	Millet
	Paper
	Raw Silk
	Rice
	Salt
	Silk

	Spices
	Steel
	Stone
	Tea
	Weapons
	Wheat
	Wood
Food Quality Symbol	Food Quality Name
	Bland
	Plain
	Appetizing
	Tasty
	Delicious

VI. READING LIST



There's a wealth of information about Chinese history and culture easily accessible on the internet. We also discovered many wonderful books about ancient China in local public libraries, university libraries, and bookstores. Here's a sampling:

Recommended for Young Readers

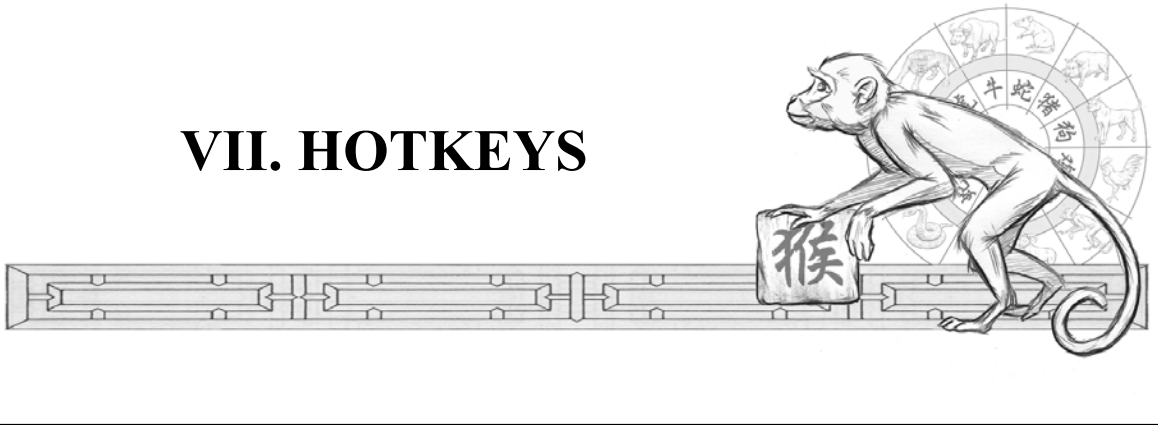
- Beshore, George. *Science in Ancient China*. 1988. Surveys the achievements of the ancient Chinese in science, medicine, astronomy, and cosmology, and describes such innovations as rockets, drilled wells, the compass, water wheels, and movable type.
- Cotterell, Arthur. *Ancient China*. 2000. Every page is a visual treat!
- Hartz, Paula. *Taoism*. 1993. World Religions series.
- Hoobler, Thomas and Dorothy Hoobler. *Confucianism*. 1993. World Religions series.
- Hughes-Stanton, Penelope. *See Inside an Ancient Chinese Town*, rev. ed. 1986. Focuses on life in Loyang around 25 CE during the Han dynasty. Some of the illustrations are similar to the player's viewpoint in the game.
- Lin, Marjorie and Schalk Leonard, eds. *Dictionary of 1000 Chinese Proverbs*. 1998. Provides translations and English equivalents, and includes an English key word index.
- McNeese, Tim. *The Great Wall of China*. 1997. Historical examination of the building of China's Great Wall.
- Millar, Heather. *China's Tang Dynasty*. 1996. Describes how China under the 300-year rule of the Tang dynasty entered a glittering age of prosperity, conquest, justice, and artistic and literary distinction.
- Simpson, Judith. *Ancient China*. 1996. An informative account of China's more than 7,000-year-old civilization.
- Williams, Brian. *Ancient China*. 1996. Describes daily life in ancient China, discussing life in the country, life in the city, schools, festivals, and other aspects. Includes color overlays.

Recommended for Adult Readers

- Aero, Rita. *Things Chinese*. 1980. A one-volume encyclopedia from *abacus* to *yin and yang*.
- Blunden, Caroline, and Mark Elvin. *Cultural Atlas of China*, rev. ed. 1998. Excellent reference source for maps.

- Brooks, E. Bruce and A. Takeo Brooks, trans. *The Original Analects: Sayings of Confucius and His Successors*. 1998. If you want a scholarly analysis of *The Analects*, written over 2,000 years ago, this is it. Otherwise, there are many translations written for the casual reader, online and in print.
- Cheng Dalin. *The Great Wall of China*. 1984. A detailed study with superb photographs.
- Debaine-Francfort, Corinne. *The Search for Ancient China*. 1999. Emphasis on archaeological record of China.
- Ebrey, Patricia Buckley. *The Cambridge Illustrated History of China*. 1996. Splendid scholarly treatment of Chinese history with many wonderful illustrations.
- Editors of Time-Life Books. *What Life Was Like in the Land of the Dragon: Imperial China, AD 960-1368*. 1998. Well-presented information about the Song dynasties.
- Fairbank, John King and Merle Goldman. *China: A New History*, enl. ed. 1998.
- Haw, Stephen G. *A Traveller's History of China*, 2d ed. 1997.
- Paludan, Ann. *Chronicle of the Chinese Emperors*. 1998.
- Richter, Gregory C., trans. *The Gate of All Marvelous Things: A Guide to Reading the Tao Te Ching*. 1998. This print version of the classic Daoist text attributed to Lao Tzu is remarkable for providing four juxtaposed versions: original text, pinyin, literal English, and new translation. Several translations of the *Dao De Jing* can be found online, too.
- Rohsenow, John S. *A Chinese-English Dictionary of Enigmatic Folk Similes*. 1991. An amazing scholarly work with both literal and figurative translations of thousands of Chinese similes, but only a limited English index.
- Shaughnessy, Edward L., ed. *China: Empire and Civilization*. 2000. Beautifully illustrated and well written overview of many aspects of Chinese civilization.
- Sun Tzu. *The Illustrated Art of War*. Translated by Thomas Cleary. 1998. Another world classic written before the Christian era and available in many translations. The illustrations complementing this version make it especially enjoyable.
- Zhang Wenli. *The Qin Terracotta Army: Treasures of Lintong*. 1996. Written by the director of the Terracotta Museum in Lintong.

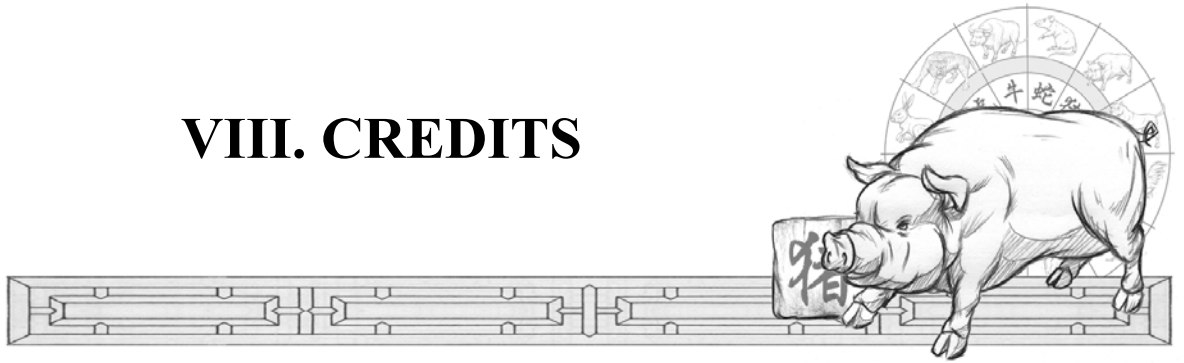
VII. HOTKEYS



HOTKEY	FUNCTION
1	Population Ministry (2 nd press opens Population full report)
2	Agriculture Ministry (2 nd press opens Agriculture full report)
3	Industry Ministry (2 nd press opens Industry full report)
4	Commerce Ministry (2 nd press opens Commerce full report)
5	Safety Ministry (2 nd press opens Safety full report)
6	Government Ministry (2 nd press opens Government full report)
7	Entertainment Ministry (2 nd press opens Entertainment full report)
8	Religion Ministry (2 nd press opens Hero Offerings window)
9	Military Ministry (2 nd press opens Military full report)
0	Aesthetics Ministry
-	Monuments Ministry (2 nd press opens Monuments full report)
Ctrl+ <F1>-<F4>	Set map bookmarks 1 to 4 respectively
<F1>-<F4>	Jump to map bookmarks 1 to 4 respectively
<F5>	Toggle Windowed Mode
<F6>	Set resolution to 800x600
<F7>	Set resolution to 1024x768
<F8>	Center window on screen
<F9>	Open Online Help table of contents
 	Decrease game speed by 10% increment
]	Increase game speed by 10% increment

<space>	Toggle Overlay (for currently selected “tab”)
Home	Rotate map to North view
Page Up	Rotate map clockwise
Page Down	Rotate map counterclockwise
Arrow Keys	Scroll map
Alt-X	Exit the game
Enter	Begin and send chat message
P	Pause/unpause game
R	Rotate selected sculpture or building footprint
M	Freeze/unfreeze selected sculpture or building footprint for map scrolling
S	Housing: See supplies
K	Housing: See walkers
G	Agriculture: see agriculture
T	Agriculture: see water table
I	Industry: see industry
J	Commerce: see distribution
W	Safety: see water
H	Safety: see medicine
Z	Safety: see hazards
U	Safety: see unrest
X	Government: see tax income
Y	Government: see problems
E	Entertainment: see all entertainment
L	Entertainment: see festivals
N	Entertainment: see musicians
O	Entertainment: see acrobats
;	Entertainment: see actors
A	Religion: see Ancestral
Q	Religion: see Daoism
B	Religion: see Buddhism
C	Religion: see Confucianism
V	Military: see security
D	Aesthetics: see desirability
F	Aesthetics: see <i>feng shui</i>

VIII. CREDITS



A. Breakaway Games Staff

President: Doug Whatley

Producer: Ed Beach

Game Design: Charlie Kibler, Ben Knight, Melissa Sawicki, Ed Beach

Campaign Design: Charlie Kibler, Ed Beach

Documentation: Robert E. Waters, Ben Knight, Charlie Kibler (with special thanks to Beth Waters and the beta-testers for additional editing/proofing assistance)

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Lead Artist: Mike Phillips

Video Animation: Nathan Heazlett, Russell Vaccaro, Jesse Brophy, Bill Ahlswede, Erroll Roberts, Todd Brizzi

In-Game Art: Steve Langmead, Mike Phillips, Nathan Heazlett, Russell Vaccaro, Dwight Eppinger, Jesse Brophy, Bill Dugan, Bill Ahlswede, Amy Brown, Erroll Roberts, Todd Brizzi, Max Remington

Web Site: Bill Dugan

Lead Programmer: Andy House

Programming: Jeff Ullman, Peter Giancola, Bob Timpko, Jeff Curley, Jim Perry, Natalya Abramova, Ed Beach, Rob Rybczynski, Bill Becker

Quality Assurance Lead: Melissa Sawicki

Quality Assurance: Rex Martin, Dan Hinks, Adam Bryant, Mike Rea, Steve Cole, Ellie Crawley

Networking Support: Dan Hinks

Music: Jeff van Dyck (*DNA Multimedia Audio*)

Sound Effects: Rob Ross (*Sound endeavourS*)

B. Impressions Games / Sierra Entertainment Staff

Producer: Jon Payne

Executive Producer: Eric Hayashi

Vice President Development: Rod Nakamoto

Development Support Manager: Greg Sheppard

Design Lead: Tony Leier

Art Lead: Andrea Muzeroll

QA Director: Gary Stevens

QA Lead: Darren Cannon

QA Testers: Patrick Orr, Ed Miller, Kris Bryan, Tony Case

VP Marketing: Barbara Schwabe

Brand Manager (North America): Alex Rodberg

Brand Manager (Europe): Beatrice Henrion

Senior Director PR: Kathy Miller

PR Manager: Adam Kahn

Technology Group Engineering Manager: Mike Nicolino

Technology Group Engineers: Bill Dewey, Brent LaPoint, Brian Rothstein,
Brendan Vanous, Dean Webster

Administrative Support: Beth Adams

C. Special Thanks

Mike Ryder

Julie Pitt

Cathy Johnson

D. Additional Credits



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Beta Testing (Map Contest Winners)

Aleks Reinhardt (Sinuhe)

Alice Moses (gudgeon)

Andrea Schmidtke (Hanarky)

Angus Cepka (Zeus123)

Cara Heberling (sanctywitch)

David Stringwell (Stringbags)

Denice Cross (LucyPevensie)

Elizabeth Reid Steere (aluluei)

Gloria Jean Carson (JuliaSet)

JanJaap van den Hurk (Jayhawk)

Joost van den Berg (EmperorJay)

Keith Heitmann (Keith)

Kenneth E Finkel (homegrown)

Lance Zhou (theweaponmaster)

Mark Stephen Snow (Caesar Alan)

Michele McDonough-Kearns (Deelee)

Robert Taylor (BobT)

Sarah Wu (Taelia)

Scott Shawcroft (Icantwait)
Sharon Singer (Granny)
Vladimir Urazov (vovan)

Beta Testing

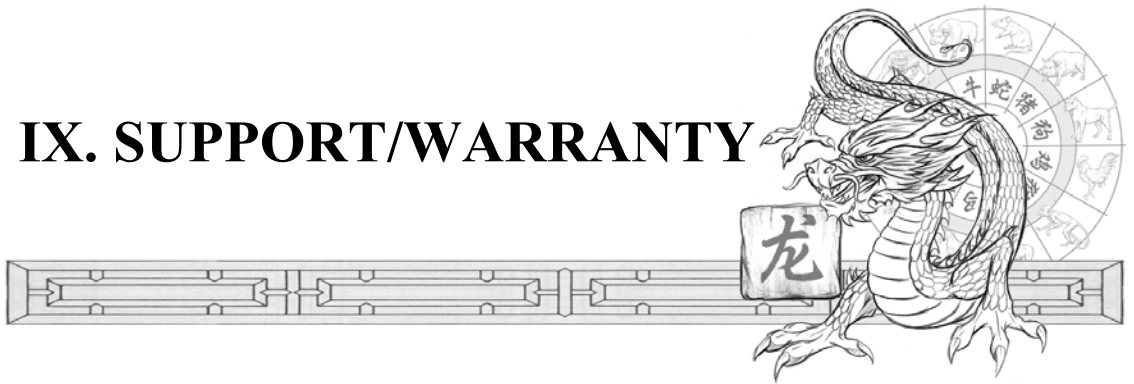
Adam Radabaugh (Kliedzkrig)
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Anthony Theodorakakos (The Ancient One)
Ariane Schuder (spf)
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Bethany Willick (anne)
Bianca van Schaik (Pecunia)
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Brad Bailey (Bradius)
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Dalton Holland Baptista (Lee)
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Deborah Hess (zillah)
Denise J Steele (mouse)
Derek Burgess (Granite Q)
Diane Moore (dianescraps)
Donald Irvine (Grumpus)
Donna Suarez (DonnaS)
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Glen Cody (BlueKnight)
Haruko Takahashi (Canterbrigian)
Heather Hodgins (Silverlotus)
Jan Persson (Nimlot)
Jean Renee Jones (Isetemkheb)
Jeff Meriam (JeffM)
Joel Westberg (Moquel)
Johanna Purdy (Hathornefer)
Jonathan de Ramaix (Pharaoh_Seti)
Joy Darby (LeiTzu)
Justin Berka (Windplume)
Katya Whitmyer (Uma Palata)
Lana Stuart (LanaAnn)
Linda Kellner (Gustavia)
Margaret Churchill (lady_mags)
Mark frank (ephemetheus)
Marvin Roberts (MarvL)
Matthew Lowe (Recky)

Meredith Meadows (Merepatra)
Michael Antony Juliano (ginawa)
Nicole Renee Smith (Nanuk)
Pat Dingeldein (Tricia)
Patti Heiser (Sefkhet)
Raymond E Heuer (Apollo)
RG Foster (VitruviusAIA)
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Sharon Tan (norahs2000)
Simon Seah (Grail Quest)
Siw Noerstad (Adorina)
Stephen P. Kieffer (Stavros Megalos)
Tania Runions (Loogaru)
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Sierra Entertainment offers a 24-hour automated technical support line with recorded answers to the most frequently asked technical questions. To access this service, call (310) 649-8033, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via our Web site - <http://support.vugames.com>.

Sierra Entertainment
Technical Support
4247 South Minnewawa Avenue
Fresno, CA 93725

Main: (310) 649-8033
Monday-Friday, 8:00 A.M.- 4:45 P.M. PST
Fax: (310) 258-0755
<http://support.vugames.com>

United Kingdom

Vivendi Universal Interactive Publishing UK Ltd. offers a 24-hour Automated Technical Support line with recorded answers to the most frequently asked technical questions. To access this service, call (0118) 920-9111, and follow the recorded instructions to find your specific topic and resolve the issue. If this fails to solve your problem, you may still write or fax us with your questions, or contact us via the Internet.

Vivendi Universal Interactive Publishing UK Ltd.
2 Beacontree Plaza,
Gillette Way,
Reading, Berkshire
RG2 0BS United Kingdom

Main: (0118) 920-9111
Monday-Friday, 9:00 A.M. - 5:00 P.M.
Fax: (0118) 987-5603
<http://www.sierra-online.co.uk>

France

Vivendi Universal Interactive Publishing France
Support Technique
32, Av de l'Europe

Bât Energy 1
78 941 VELIZY VILLACOUBLAY CDEX
France

Téléphone : 0 891 670 800 (0,22 euro/mn)
Serveur vocal 24H/24 et 7J/7
Techniciens du Lundi au Vendredi de 8H00 à 21H00
Samedi, Dimanche et jours fériés de 10H00 à 18H00
Fax : 01 30 67 90 65

Courrier électronique : support@sierra.fr
<http://www.sierra.fr>

Germany

Vivendi Universal Interactive Publishing Deutschland GmbH
Technischer Support

Paul-Ehrlich-Straße 1
D-63225 Langen
Deutschland

Montag bis Freitag von 10 - 19Uhr
Tech Support Tel: +49 (0) 6103-99-40-940
Fax: +49 (0) 6103-99-40-188

Weitere Hilfen, Patches etc. finden Sie im Internet unter:
<http://www.sierra.de>
<http://www.sierra.de/support>

Spain

Vivendi Universal Interactive Publishing España
NUESTRA SEÑORA DE VALVERDE Nº 23
28034 MADRID

Spain
Teléfono de Soporte Técnico: 91 735 34 37
Soporte técnico de lunes a viernes
de 09:30 a 15:00 y de 16:00 a 18:30
www.vup-interactive.es
Soporte Técnico: soporte@vup-interactive.es
Comercial: comercial@vup-interactive.es

Italy

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